

Over 70 games tipped!

SNEAK PREVIEW OF SENSIBLE'S
CANNON FODDER & WORLD OF SOCCER!

amiga

FORCE

ALL THE LATEST
FULL-PRICE &
BUDGET GAMES REVIEWED
AND RATED!

WORLD EXCLUSIVE!

NEW CD
AMIGA
IS HERE!



BULLFROG'S BRUTAL BLAST

SYNDICATE

THE MOST VIOLENT AMIGA GAME EVER?



Amiga
magazine



£1.55 No. 8
AUGUST 1992
CREATING 30% READING

Inside: NEW CD AMIGA ■ SYNDICATE ■ GUNSHIP 3000 ■ GOAL! ■
DUNE II ■ EMAR 2 ■ BOY BLUZE QUIN ■ & MUCH, MUCH MORE!

amiga FORCE

■ ISSUE 8

JULY 1993

READ ALL ABOUT IT

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ABC



58 FORCE 9 MAIL

With The Bits getting its own separate column, our letters section is now a tip-off from 2000.



NEXT MONTH

Find out what's cooking in the next 10 weeks of AMIGA FORCE.

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READ ALL ABOUT IT!

CD — COMMODORE DOMINATION!

The most exciting development in home entertainment is upon us. Everyone here will be aware that CD technology represents the future for the games industry, but previous CD consoles (including the CD-TV and Mega CD) have lacked the power to really impress. For a while, Philips CDs were the great hope, but its expense and lack of decent software put paid to that.

At under £200, Commodore's CD32 will set the games world alight with its 3D/16 technology and dual-speed CD drive. Not only that, but with its multimedia capabilities (it has a port for a Full Motion Video module) it will score in the video and audio markets too. Pretty soon, CD has but one thing to become available and audio CDs may even come complete with in-built pop videos! In time, this will undoubtedly lead to multimedia games with actual real-time film footage and audio CD32 is the only affordable machine able with such capabilities — and with its early release, Commodore have beaten the Japanese console companies to the line. With good marketing and software support, CD32 is certain to be a top-selling success. For more information, see our feature — a world first! — on page 14.

In **AMIGA FORCE**, we plan to cover the imminent CD software in full — in addition, of course, to our committed coverage of all Amiga games. Indeed, this month has seen a flood of great new releases, including the superbly addictive first adventure, *Conan* 2000. Those worried about CD32's impact on existing Amigas need not fret. Since, in a couple of years, time may be all software will be on CD (the time-price attraction is obvious for the software consumer), but the great need is that Commodore are set to provide attractive trade-in offers for existing Amiga owners. In fact, so often already eager to upgrade to the A1200 — and there it is a complete CD drive for that machine.

The future of the Amiga has never looked rosier.

DOMARK WIN DRIVING LICENCE

It's a major deal with Fox Network Television game publishers Domark have acquired the rights to market a series of official Formula One games for the 1993-94 season. We evoked Mark Shostrom, Domark's MD, said: "This is the most important title Domark has ever published. The game is a winner on all counts — the license is unbeatable, the graphics is superb and we'll see all of our development and marketing expertise to ensure that F1 is the biggest ever hit."

Whether or not it lives up to expectations remains to be seen. It's hard to be a real contender to beat Geoff Crammond's MicroProse-published *Formula One Grand Prix* in the depth department or Ubi Soft's *Worm* for speed, and neither of them had expensive licenses tacked on. With older rulings like *Centurion* Grand and *Super Monaco GP* available on budget, Domark have their work cut out if F1 is to stay out of the pits.

BUGS FITS BUG

Commodore's obscure but instant bug fix is to make a comeback following an exciting redesign. The new model will have chrome "eyes" a choice of four different skins and a variety of weapons. A plastic base is also planned.

Children have also discontinued their horrendous character stick usage, which were especially terrible when tacked onto some very strange architecture.



GAME FOR A VIRGIN?

Following Arcane's withdrawal from the home-computer market, Virgin Games have bought the rights to several of their Amiga titles. *Alien 2* (the best of inaccurately first license), will now be programmed by the Probe team. Although almost complete, the original code wasn't deemed good enough and will be completely rewritten for the Amiga release (sorry how it passed up new money in lesser ways, eh?).

Probe are also working on *Avax* (Konami, an extremely beautifully built-up), and the Gp Thunderbolt (revised) 72 — The Gp Op Arc Development will handle *Alien 2* for The World's second game in the Singapore saga. Also on the cards is a conversion of the *Great Gumball* to 3D and an *ARC300*.

by Christopher Ward

The completed but never released *Wholly's Fun House* will also be marketed under the Virgin banner. For the complete up-to-date edition, game see issue 2's game review.

GOAL-DEN OPP

Virgin Games are organising a series of Goal challenges between 22 July and 22 August. Taking place at all of the 14 Virgin Game stores

around the country, the lucky winner gets an all-expenses-paid trip for two to the FA Cup and Coca Cola Cup finals, and the chance to see England get



OCEAN ON THE BALL (TWICE)

Despite losing the FA Premier League license, Ocean are hard at work polishing their footy game for the title of the same name. Now called *Olympique De Marseille*, Ocean have already tweaked the code beyond recognition, making previous conversions almost completely redundant.



Ocean originally intended to market the game under a different title at each European country, but decided *Marseille* (after European champions) are sufficiently well known to sell the game outside France. Due for a September release, start looking out for the review around August.

Also on the cards is a pure strategy mind game, *Super League Manager*. We can't tell you much about this one at all except it's due to hit the shelves in October.

OPPORTUNITY

Invited by — sorry, play — Poland in September. There's also a download (costs) of Address 900 000 000.

You just have to catch up for a copy of the game to enter, but if you do you get in free. A yuck. Contact Virgin on 081 970 2056 for further details.

PSYGNOSIS PRICE CRASH

Psychosis recently bought up by Japanese giant Sony, are mounting a massive summer sale on the Amiga market by reducing many of their older titles to a mere £14.99. The titles involved are (see also Inside) Agency America, Amour Gaden, Shadow Of The Beast II, Beta Force, Gerni, Asteroids, Barbarian & Leonid.

Octopus On Cylon, On No More Learning, Shadow Of The Beast II, Air Support, Asteroids and Greatly Killing Game Show. The cut-price games hit the shelves in groups of four the last batch to be released on 31 June.

MANGA MAYHEM

ICE Ltd have snatched the licence for Japanese Manga video hero Akira. An incredibly popular cult figure, Akira (the video) has shipped 20 million copies worldwide, and 20% of goods sold at Forbidden Planet (London's premier comic shop) are Akira-based.

But what about the game? Dear to ICE spokesman Stuart Bell it's a PlayStation type product with best film-up elements," he said. "The cartoony graphics are central to the video. This is definitely not a hard-boiled game. It really plays like the manga series of violence and violence — most are 15" and some even 18" — and they're soon to be launched over here. Previous attempts at adapting games haven't really come off (Dragon's Lair, Space Ace) but this one looks set to break the mould. Look out for image previews of this and other forthcoming ICE games in the near future.

NEWS

THE BIG BREAKFAST



TELEPHONE TIPS

For the better average's favourite TV games reviewer to find out four more games offerings to tip. Being a democratic sort of device, he likes to ask AMIGA, FORGE, readers which they prefer before putting finger to keyboard, so pick your five and phone the relevant number. Calls cost a maximum of 10p, which is cheaper than a stamp!

GOODBYE, DMU

Digital Marketing International have passed trading, but their forthcoming releases live on through new distribution. Koncept UK, Moby's World is now published by Vision Software and Neeson.

Smile! It's the Italian publisher's. Dystopia: Dark, the first commercial release of PD magazine The Hidden, is still in the hands of SM's western Moby's Workload Support Centre. We should be the slaves around now.



A1200-OWNERS JOIN THE CUE...

Those who bought Commodore's 52-bit wonder will soon be able to play the formerly incompatible Jimmy White's Snooker and Archer MacLean's Pool. The newer versions run in 20 Hz mode of the first, registered together, but the newer versions do so all the time, making them much smoother and A1200 compatible.

The new versions of the games go on sale in July. Virgin hopes to offer an upgrade service for those who already have the older — more shoddy — titles.

COMMODORE IN PC PULL-OUT

Commodore are pulling out of the beleaguered PC market in order to concentrate on the Amiga. They intend to push and develop their 32-bit range and copying towards 64-bit technology, the next console step, though currently too expensive for the home market. The good old 16-bit Amigas won't be neglected, however — contrary to speculation, there are no plans to stop manufacturing the machines in the foreseeable future.

Rumours about an A3000 machine based on the 68030 chip are also untrue — this was a late April Fool's trick circulated on American bulletin boards.

GUNSHIP 2000 MicroProse

0839 007 898



WORLDS OF LEGEND Mindscape

0839 007 895



WAR IN THE GULF Empire

0839 007 896



DUNE II Virgin

0839 007 897



TOP 100 CHARTS



Having topped in the top last month, Desert Strike is knocked out of the sky by the inimitable Flashback, which flashes straight in at Number 1. It's a hard game, though, so when all the trouble you in this month's charts comes, and future issues.

1 FLASHBACK

■ US Total ■ \$29.99



2 CHAMPIONSHIP MANAGER '93

■ Baseball ■ \$29.99



3 DESERT STRIKE

■ Electronic Arts ■ \$29.99



4 WORLD CLASS CRICKET

■ Antipodean ■ \$29.99



5 A-TRAIN

■ Ocean ■ \$29.99



11. <i>Amiga Power</i> 10	21. <i>Amiga Power</i> 10	31. <i>Amiga Power</i> 10	41. <i>Amiga Power</i> 10
12. <i>Amiga Power</i> 10	22. <i>Amiga Power</i> 10	32. <i>Amiga Power</i> 10	42. <i>Amiga Power</i> 10
13. <i>Amiga Power</i> 10	23. <i>Amiga Power</i> 10	33. <i>Amiga Power</i> 10	43. <i>Amiga Power</i> 10
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15. <i>Amiga Power</i> 10	25. <i>Amiga Power</i> 10	35. <i>Amiga Power</i> 10	45. <i>Amiga Power</i> 10
16. <i>Amiga Power</i> 10	26. <i>Amiga Power</i> 10	36. <i>Amiga Power</i> 10	46. <i>Amiga Power</i> 10
17. <i>Amiga Power</i> 10	27. <i>Amiga Power</i> 10	37. <i>Amiga Power</i> 10	47. <i>Amiga Power</i> 10
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51. <i>Amiga Power</i> 10	61. <i>Amiga Power</i> 10	71. <i>Amiga Power</i> 10	81. <i>Amiga Power</i> 10
52. <i>Amiga Power</i> 10	62. <i>Amiga Power</i> 10	72. <i>Amiga Power</i> 10	82. <i>Amiga Power</i> 10
53. <i>Amiga Power</i> 10	63. <i>Amiga Power</i> 10	73. <i>Amiga Power</i> 10	83. <i>Amiga Power</i> 10
54. <i>Amiga Power</i> 10	64. <i>Amiga Power</i> 10	74. <i>Amiga Power</i> 10	84. <i>Amiga Power</i> 10
55. <i>Amiga Power</i> 10	65. <i>Amiga Power</i> 10	75. <i>Amiga Power</i> 10	85. <i>Amiga Power</i> 10
56. <i>Amiga Power</i> 10	66. <i>Amiga Power</i> 10	76. <i>Amiga Power</i> 10	86. <i>Amiga Power</i> 10
57. <i>Amiga Power</i> 10	67. <i>Amiga Power</i> 10	77. <i>Amiga Power</i> 10	87. <i>Amiga Power</i> 10
58. <i>Amiga Power</i> 10	68. <i>Amiga Power</i> 10	78. <i>Amiga Power</i> 10	88. <i>Amiga Power</i> 10
59. <i>Amiga Power</i> 10	69. <i>Amiga Power</i> 10	79. <i>Amiga Power</i> 10	89. <i>Amiga Power</i> 10
60. <i>Amiga Power</i> 10	90. <i>Amiga Power</i> 10	100. <i>Amiga Power</i> 10	

Eagle
Software

[illegible][illegible]

Year	1990	1995	2000	2005
1990	1990	1995	2000	2005

Abstract

1000 1000 1000

11th Palmer Road
New Southgate
LONDON N11 1SA

[illegible][illegible]

1998

[illegible][illegible]

Computer	AMICA	Date
Title		Price
		Price
		Price
		Price
		Price
		P & P
		Total

Name _____
 Address _____

 Postcode _____ Tel _____
 Card No. _____
 Exp. Date _____ Account No. _____
 Access ☐ Visa ☐ Cheque ☐ P Ch ☐

Please detach and forward without delay, enclosing.

SYNDICAT

Electronic Arts,
£29.99

If you think the future looks rosy, think again. In Syndicate's dystopian vision of cities to come, people have become slaves to the virtual reality-creating CHiPs, and the Crime Syndicate that produce them. These huge organisations now control the globe, fighting for territories using jet-busting weapons.

As an operative of the small European Resistance you're in charge of a team of cyber agents, watching and controlling them from your control high above the city streets — a nice explanation of the isometric 3-D graphics.

There are over 50 missions to choose from, awarded by choosing a territory on a world map. At first you only have one agent, but the experts as you gain territories. Missions range from simple, wiping out enemy agents' cars to trickier assignments and even sabotage. A briefing tells you the basic tactics of your task, but extra info can be bought — as are other upgrades to the city map shown.

Before attempting a mission, you choose how many agents to send in (up to four), and then up with a variety of weapons, and improve them with mechanical body parts.

For later missions you'll need advanced weaponry and equipment, which only becomes available after accomplishing money to research. Cash is earned by seizing the territories for each conquered territory — if it's too tight you're in for a rougher time than *RoboCop*. *Syndicate*, as the people recall:

The shootouts are straight out of a gangster film

Total control

Once into the mission, your team of agents is controlled using the mouse. Move any agent by clicking on him/her and then on the destination. Moving the whole team together is achieved by clicking between the agents' head status boxes. Before these, the selected agent's inventory is shown, enabling you to use an weapon for him to branch — on most levels it's best to move around (armed or not) being attacked by police. Spot an enemy agent (as not do so the easier map) and, if in range, you can target the cursor of him and press the right button to open fire.

Agents' accuracy and effectiveness can be temporarily improved by hitting them with drugs. This is achieved by dragging

the three bars in the status boxes, representing Intelligence, Perception and Adrenaline (PA). *Overdose* leads to dependency, requiring a new-increasing dose to produce the same effects. Nevertheless, it's a good idea to crank up the drugs during combat (justly achieved by pressing down buttons together), sending the agents into a fighting frenzy, automatically gunning down structures.

If your guys get hit, they lose some energy (depending on the weapon). It's a good idea to mend any serious damage with Medkits — using an agent is a serious matter so you only have a pool of eight, once they're all dead it's game over.

Massacre appeal

The violence in *Syndicate* would easily earn it an 'M' certificate in the cinema. The shootouts are straight out of a gangster film, with agents getting mean down in a hail of bullets. You can even get into cars and murder targets as you drive past. Or better still, why not run them over at red lights?

The flamethrower is also hot, turning its victims into balls of flame, screaming as they run around in a dying frenzy. Then there's the impressive heavy weapon like the beam and rocket launchers which can easily destroy whole buildings.

Taking of buildings, agents can often be hidden behind them.

An option of different viewing angles would have solved this, but I reckon it'd be an unnecessary complication. Like supposing is that you don't get an optimal view when your cyborgs enter buildings — instead you have to use the mouse map to push them, and often have to take several tries before they go to the right place.

This is a minor irritation, though. In a magnificent engineering game. It's a cracking 3-D shoot-'em-up and more. The tactical aspect of researching your equipment and setting up your agents for the job in hand is enjoyable in itself. Maybe the future isn't so bad after all.



TIP TIME! Don't stand by doing to cars during gun battles — a one explosion, your agents may vanish for good and that's exactly so, would it?

Is a new or old Bulling going backwards? They started with *Repulisti*, which gave you control of a world that there was *Phoenician* which put you in charge of a country. Now, their latest game is confined to one, albeit futuristic. *Syndicate* is a marvel of software engineering. The sheer atmosphere of the game is amazing, from the slick presentation to the fantastic in-game graphics. Also, the plot is noteworthy, mainly for the unusual fact that it's not total crap.

There's a fair few negatives that you can use to describe *Syndicate* — and rightly so. Undoubtedly Bulling's finest moment yet, I can even say that I'm looking forward to a sequel!



■ (Above) A ray-traced intro sets the scene perfectly. (Below) Select the exact territory to conquer on the map.



E

amiga force level



Persuader/Inco: Brainwashing device enabling you to capture people and make them follow you.



Plasma Thrower: A great close range weapon, especially when being ambushed by terrorist agents.



EQUIPMENT



■ (Above) If you're about to die, you may as well self-destruct and take some baddies with you.



Eyes: Improves an agent's awareness of danger and help accuracy when firing.

Shells: Reduces damage from grenades. Also contains an explosive charge allowing you to self-destruct.

Legs: Enable your legs to move at much greater speed.

Mine/Dan: With longer range than the Uzi, this is the best rapid fire weapon going.



■ Civilians often get caught in the crossfire.

Shotguns: More damaging than the pistol, but shots can't be fired at rapid succession.



Uzi: Produces a stream of bullets to splatter nearby enemies.



Scanners: Gives an aerial view of the Mission Zone. Also gives off a radar signal which leads you to the target.



RAVE REVIEW

Access Card: Plastic card that opens some security doors to restricted areas.



Time Bomb: High-powered explosive that explodes after a set time.



Long Range Rifle: Useful for picking off targets from miles away.



Auto Mapper: Enables you to zoom in and out of the scanner.



Laser Gun: Extremely powerful with a very long range.



MedKit: Restores an agent's health.



Green Gas: The portable launcher has a supply of three rockets producing a trail of smoke and a massive explosion.



DEVELOPERS: BULLPROG
DIMS: 4
PLAYERS: 1
GENRE: SHOOT-'EM-UP
100% COMPATIBLE: YES
HD INSTALLABLE: YES



■ Violent shoot-'em-up action with a tactical slant — a superb game.



100% ALIVE

Pick up someone else's letter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 021 700 3100 and tell London something it needs to know

Turn your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty ship and leave it outside your house for a week

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Repp

Get your mobile jangled

Ring 021 700 3100 and tell London something it needs to know

Read a page from a book by Charles Dickens

Play football in the street

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity

Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Take a friend to the zoo

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Turn your radio up full blast

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Stare at the clouds for a full ten minutes

Buy someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Learn something you've always wanted to learn

Talk to a child about the future

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marlon Braxton's 'What's going on'

Tell someone a secret

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

**TUNE TO 100FM.
CLOSE YOUR EYES.
STICK A PIN IN THIS
PAGE AND DO IT.**

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Janis B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's nether

Carry a flower all day

Paint your toe-nails

Take your group to the movies

Stop saying so for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Spend an afternoon speculating on how to make a million

Help a stranger with their shopping

Write a fairy-tale

Criss-cross to your partner under a full moon

Get on a bus you've never been on before

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Shave a human pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Mimic a Woody Allen job

Tell the truth for a day

Screen

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Only had as much water as you need

Learn a new word every day

Forget someone

Do one thing to make the world a better place to live

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about food with a friend

Wink at someone only

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caruar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only had as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Kiss
100FM

32-BIT CD AMIGA IS HERE!

Forget the rumours, forget the mocked-up 'artist's impression' photos. AMIGA FORCE is the first magazine in the entire world to bring you the facts about Commodore's new Amiga CD32 console...

The machine's internal engine is based on the AGA chipset used by the powerful A1200. Including a Motorola 68030 CPU, 2MB of RAM and all the custom chips. As well as high speed, this means it's also capable of displaying 256 600 colours on screen from a palette of 16.8 million. In fact, with the Workbench 3.1 operating system installed in its ROM, this unit can even be upgraded into a fully functioning computer with the addition of a keyboard. The good news for existing A1200 owners is that a CD add-on device will be made available to effectively turn their machine into a CD32.

However, technical excellence of the hardware isn't enough for success. An essential element is software support, and this is where Commodore have really excelled. Nearly all the major publishers are supporting the new format, including the likes of Cowi-

ppergame, Virgin, Team 17 and Mindscape. There should be 16-18 titles already available on launch, only two of which are enhanced versions of previous Amiga games.

Even better news is that the average price of a CD game will be just £29.99 (compared to £49 for Mega CD titles), and there will even be some £19.99 titles. Part of this revenue will go as a royalty to Commodore via a software licensing arrangement. Anyone wishing to produce CD32 titles must pay to use a special patented piece of code, without which the CD won't work on the machine. David Pleasance explains: 'The reasons for this are twofold. By providing a platform for the publishing houses, we've come on this format at full commercial price. The other reason is that we need the money!'

However, Pleasance insists Commodore will not control the production and price of software, like Sega and Nintendo. 'We have no wish to do that. We believe that the software publishers need the freedom to determine their own destiny. We have to permit to control or manipulate the volumes they can develop, even if they like where they live.'

This, along with the obvious attraction of very little piracy, ensures the CD32 should gain the software support it needs. And it seems any justice in the world, this approach breaks a tradition with a marketing slogan.

AMIGA VS MEGA

	AMIGA CD32	SEGA MEGA CD
CPU	68030	68030
Power	33MHz	16MHz
Speed	144Mhz	62.5Mhz
Internal RAM	2MB	128K
Colour palette	16.8 million	512
Vex colours		
on screen	256,000	44
Full Motion		
Video capability?	Yes	No
Dual-speed CD drive?	Yes	No

■ Let's face it, the CD32 trashes the Mega CD in every department. One of the main advantages is the massive graphical superiority. Not only is the CD32 capable of producing many more colours, but the Mega CD's primitive character display makes for much blockier images. Another major drawback of the Mega CD is its single-speed CD drive — the CD32's enables much quicker accessing of quality animation and scene sequences. Inevitably, the CD32 even wins on cost, as the Mega CD must be used with a Mega Drive. Also, the software is on average a better chapter.

The Mega CD4 is the only other real contender. Although it has PWM capability, it's not technically outclassed by the CD32 and has little software support — especially games.

For some months, industry rumours have abounded over the existence of a new Amiga CD console, speculation Commodore might be using the machine's expertise...

On July 16, Commodore has revealed the CD32, the world's first 32-bit console and CD console. As with the company's other top of the line CD32 (including two 16-bit versions), it looks set to blow its CD rivals out of the water. For instance, the (16-bit) Mega CD retails at £299.99 and — as well as being utterly inferior technically — requires a Mega Drive to work.

David Pleasance, Commodore's general manager (sales and marketing) comments: 'The Amiga CD32 simply won't out the opposition. It's considerably more powerful, has better software support and... best of all, costs less.'

'With this machine Commodore has once again proved itself to be the true pioneer of the games business.'

Dual-speed drive

Approximately 4x-speed, the CD32 incorporates a top-loading CD-drive capable of operating at two speeds: 1500/sec (like the Sega) or 3000/sec — essential for quick accessing of animations and motion video. Indeed the unit is already geared for Full Motion Video (to play feature films, pop videos etc.) with a port for an add-on FMV module which will appear shortly.

STUNNING SOFTWARE

The major software publishers are united in their support for the CD32. Cowi and David Ward enthuses: 'The global interactive industry is convinced that CD32 represents the future storage media for



MIGA

FEATURE



SOFTWARE



JURASSIC PARK

games. Commodore has developed the first low-price CD video games machine and has stolen a lead over the competition. The Amiga CD32 provides a brilliant platform for software publishers, offering the cutting edge in graphics, sound and data storage. This new

product is destined to be a surefire winner.

Among the titles available at launch is *Jurassic Park*, with the prospect of cinematic sequences of those incredible dinosaurs — start drooling now!

Other games available include the eagerly awaited *Zero 2 from Gemini*, *Indiana Jones and the Temple of Doom*, *James Bond 007*, *Thelma's Ambrosian*, and a special version of *Penquize* is *The Ocean Engine*. As yet unreleased CD32 titles are also being developed by Microcage, Gemini, Team 17, Playgroup, Play Commodore, IDS and 21st Century Entertainment.

CD FUTURE

Everyone seems to agree that CD-ROM (compact disc read only memory) represents the future of computer entertainment. High accessing speed and huge data capacity (up to 500MB) make it the perfect computer storage medium.

Commodore's first attempt at a CD-ROM machine was the CD-Ti, comprising a CD drive, Amiga and monitor. However, a high price point of £1000 put it off as did the most serious software flaw. Although the price eventually dropped, and a CD-ROM add-on drive was launched for the Amiga, by then too much excellent software — just had been released for a price. Because of the enormous number of CD-Ti sold, software publishers weren't keen on spending the vast amounts of

resources and time required to produce CD software — the classic "chicken and egg" situation.

This time it will be different. Not only is the CD32 vastly superior technically, it has the necessary software support and its sub-£300 price tag makes it affordable for gameplayers. In addition, its Full Motion Video capability makes it a fully-featured multimedia machine, capable of integrating games, films and music.



THE WACKY

Sensible Software

After a humiliating away defeat in the AMIGA FORCE Soccer challenge, the Sensible Software lads are eager for revenge — and this time it'll be war. Thus PHIL 'FOOTY' KING is summoned to their home turf to play Cannon Fodder!

The small Canberrigite's brain of Mandy seems an unlikely boss from which to plan world domination, but this is just what Sensible Software are set to do in the next few months. Already their masterpiece Sensible Soccer has nearly every Amiga owner addicted (as proven by its record-breaking run of the

longest fully colour competing 16-bit strategy "kick-and-sweep" body opposition on three machines). It not only achieves phenomenal sales worldwide and engender players from Tokyo to Timbuktu.

In the circumstances it would be easy to succumb to inexperience, but the Sensible team have their feet firmly on the ground — and their famous sense of humor intact. This is all too evident in their latest Amiga project, a tongue-in-cheek shoot-'em-up for single and shared Cannon Fodder.

We've never been so much fun," according to Sensible's co-leader, Jon Hare. And this military buster has plenty of violent action mixed with stringently cutting graphics. It's an odd combination that produces a light-hearted atmosphere — aided by the inclusion of such novel features as "body-snapped through".

Man and mouse

On each over-the-hill new level, you move a group of soldiers around the multidimensionally scrolling landscape via a Spoons-style mouse control system (although Sensible have — *turn it's a mouse-pest!*) Left-clicking on the screen sets a destination to which the soldiers walk (you can set a series of such points to negotiate hazards), while right-clicking sends a hat of bullets flying towards the cursor target, creating equally cute animation to their bloody doom.

So far so simple, but there's a lot more to Cannon Fodder than first appears. Only six of the total 24 missions have yet been

programmed, but the great playability is already evident. Each mission comprises up to 10 seconds of action, with multiple objectives such as clearing up-trails with grenades or rocket launchers, destroying enemy factories, rescuing hostages, and capturing enemy leaders.

These bring into play the notion of splitting your platoons up to form smaller groups, or split them up independently, for example, one could guard hostages while another goes ahead to pick off backfires. Besides, if grouped together your platoon could be wiped out instantly by an enemy grenade or rocket.

Sensibly aren't the only publisher back of the sensitive (jungle, desert, ice, mountains) and underground battle different levels. While penning my mission through the jungle, I notice some brown patches on the ground. "Try walking one man over one," hints Jon mischievously, so I do, only to witness the sad spectacle of my poor man struggling to the ground — "That's quackered, by the way!" beams Jon. In the finished game you'll have to watch out for top vines and mines too.

Chilling accuracy

Adding greatly to the atmosphere are some incredible sound effects for such terrain. The chilling wind sound on the ice levels is enough to make you reach for your woolly hat and scarf — when I imagine where they got such a



SENSIBLE SOFTOGRAPHY

Original Sensible members Jon Hare and Chris Yates first teamed up on the pinging tried *Soccer The Journey* on the C64, back in 1985. This was followed by work on several games for Electronic Arts and System 3, including the infamous *Yuletide's Mother Of Horrors!*

However, Sensible Software officially only started in 1988.

The first product was the C64 *Golesters* package. *Gaster-Holids*. This juicy budget release was followed by the much superior *Paradox*, an extremely playable shoot-'em-up with superb graphics. Their next game was even better: *Wishful* took nine months to develop and became an all-time C64 classic due to its highly original design and

competitive gameplay. It was later converted to the Amiga.

Next came *Soccer 'Em Up Construction Kit*, enabling amateur games designers to turn their dreams into reality, and later converted to the Amiga. After this another official budget game, *Oh Nat*, was their only release of 1988.

In 1989, Sensible looked off with the

revolutionary MicroProse *Soccer* — still the best C64 body game (the disappointing 16-bit conversion wasn't done by Sensible). Their first C64 releases were the *Delinoid* clone, *Juvenile In Space*, and the excellent *International 200*. *Paradox* (which later converted to the Amiga). From this point on, Sensible became 16-bit only, gradually acquiring the talents of programmers Jocky, Chris Chapman, Dave Korn and Stoo

WORLD OF



■ **Handily all over the world!** Sensible's Chris Yates and Jon Hare in their early days (before they were Hare)

SENSIBLE WORLD OF SOCCER

The bad news is that Sensible's other contributors have left little to time to start developing the eagerly awaited Soccer sequel, which will be released sometime next spring. The good news is that it'll combine subtly improved arcade action with a complete management game, as Sensible's Joe Hare reveals. "You'll be able to play it in three ways: just playing the matches as normal, managing the team [telling the computer play for you] or playing and managing."

The planned scale of the game is incredible. "There'll be about 1,500 international clubs with over 22,000 players available," says Jon. If you're well at club management you'll be invited to take over a national league like England, or second thoughts maybe that should be if you do badly!

The soccer season will be broadly based on the leagues

and vice versa. The final season will be again at the finish, when you'll have to blow up the enemy HQ!

So far just 70 of the over 72 phases have been completed, but Cannon Fodder already looks to be a smashing success when it's released independently.

more competitive finishes. Even I (World Champion goal) only managed a narrow victory against the computer — after extra time, and with a bit of luck.



realistic season," but it's a bit like the eye together.

Both formats relate to the planned civilian inhabitants of the landscapes, including criminals, cowboys who sport their guns, fishing boats, angry farmers with shopkins (and their friends), and much better. Working with the others.

Jon is particularly enthused about the planned features — of which he's known an impressive night-dropping helicopter. "There'll be wings, tanks, skidoo, flying saucers, even Starlin Cars, and... the sort-of-vehicle for the first underground levels. And you'll be able to get in and control all these."

We're also planning to include some special stages like helicopter droppers, and phases when one of your soldiers becomes a "captain" and takes on a number of enemies —

and vice versa. The final season will be again at the finish, when you'll have to blow up the enemy HQ!

So far just 70 of the over 72 phases have been completed, but Cannon Fodder already looks to be a smashing success when it's released independently.

(Right) Before each release, 15 new recruits will queue up on this screen to be your "cannon fodder". All 260 available soldiers are named, and the ones with most enemy kills go into the hall of fame — "but they can only become heroes when they die!" says Jon.

HOME 197 56 AWAY



The last Amiga game was the Populous-beating puzzle game *Merge-to-Merge*, followed by the Rich Off 2-busting Sensible Soccer's hard-core cousin's *Wield* — a playable puzzle game about vegetables! Then the improved Sensible Soccer 2283 made a great game even better.

With games like Cannon Fodder and World Of Soccer in the pipeline, the Sensible success story looks set to run and run.



COMPETITION

SCORE WITH GOAL!

£750
WORTH OF
FOOTBALLS
MUST BE
WON!

SAMT: Well Jimmy, this new Goal! game looks like a winner to me. I particularly like the different viewing angles.

CREAMER: Yeah Samt, it's a fancy old game.

SAMT: And for things you do with the ball, you can really score some world-class goals. Progressive Time.

CREAMER: Yeah, the boy's done well.

SAMT: But it's so addictive, parents up and down the country might be worried about their kids being spending too much time in front of the computer.

Without adequate exercise they could become lousy and tired, a fact like a blind strike.

CREAMER: So, as a parent?

SAMT: Too right, Jim.

CREAMER: Well Samt, I think we've got the cure here. Those lovely kids and teens at Virgin have donated 50 special Goal! footballs, so the kids can practise their skills in the back yard - 'ere, on the road, Samt - Oomph!

SAMT: Whoops, sorry about that! Jim. But how can they win one of these balls?

CREAMER: Well, it's very easy. Samt. All they have to do is design a football strip by drawing on the blank kit on the special coupon below. Stripes and hoops are a bit boring, though - what we need is something really eye-catching, something to draw the opposing goals as you head for goal. The 50 most imaginative ones will win the balls and be over the moon!

SAMT: Wise words, Jim.



amiga
FORCE

GOAL! DESIGN
A KIT COMPI

NAME
ADDRESS

POSTCODE

Send your kit design to IT'S A GOAL!
COMP, AMIGA FORCE, Impact Magazines,
Leeds, Yorkshire SFS 1JK. Entries must
reach our goal no later than 14 September.

■ Mindscape, £25.99

Perhaps Mindscape has shot themselves in the foot with this release. *Worlds Of Legend* has the makings of a stellar budget £25.99 just after its short-lived predecessor (*Legend*) re-emerged as a budget offering. Although *Worlds* takes up a few of minor flaws, it's hardly going to sell by its bare bones when there's a near-clone on offer for ten quid cheaper. No harm. Bits of the original will find *Worlds Of Legend* instantly familiar. Some isometric 3-D perspective, some flat characters, some role-playing spell systems. The graphics are a little more colorful, but it's a minor detail. Those who've already played the (big "L") can read up more in issue 63 or see also the next few paragraphs, but for everyone else...

Change of character

Like most RPGs the *Legend* games are serious and economy offerings. You start with four ready-made characters but can customize them to a limited extent. Each has his own special ability, the most interesting of which is the Dungeonmaster's spellcasting.

Instead of pre-designed spells you have a collection of runes that are mixed (along with the necessary ingredients) to make a spell to your own specifications. For example, mixing a mind-damage spell creates a ball of energy with which you can zap your foe. Mind-damage spells is the same, but twice as strong, but both damage items by reason and it explodes on your target (and flies away to do real effect). When you're good, you can mix more complex spell-effects.

So how does *Worlds Of Legend* differ from its predecessor? Well, hardly at all really. This reviewer spent the game with a fairly steady spell-caster, and the learning curve is a bit steeper, but the real-time combat is just as annoying if you haven't got other games get the most change original.

If you've completed *Legend* and are eager for more, give this a try. It's a great game in itself, though it should really have been released as a data disc.

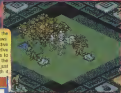


TIP TIME: Don't be afraid to use up spells, especially when attacked by multiple enemies.



■ The isometric 3-D graphics are just as attractive as those in the original *Legend*, and gameplay's very similar too.

■ Looking visually similar to *Legend*, the sequel has much the same assets and flaws. The isometric graphics are all very attractive but again the viewing is largely uninteractive — usually just towards chests and doors to open. And as with many recent RPGs the combat system is a blowdown you really just have to watch the characters get on with it and hope for the best. Personally I prefer the more strategic engagements in *Hero Quest*.



GENIEWIKER

Special Ability —
Berserker Rage
A rough tough
Chippendale
look-alike who'll put
your arms off as
soon as look at you



PROUDMOURN

Special Ability —
Barbaric Melody
Legend's answer to
George Formby, his
songs have weird
and wonderful
effects on the party



SHADOW

Special Ability —
Hide In Shadows
Never turn your
back on this guy
especially in the
shadows



PLUMMER TIE

Special Ability —
Magic
The most fascinating
character of all — he
blows you away with
some of the nastiest
spells ever seen



The
learning
curve's a lot
friendlier

■ (Below)
Battering
against Stan
Fast addict!



- DEVELOPERS: TAC & PETE JAMES
- DISKS: 2
- PLAYERS: 1
- GENRE: RPG
- AT386 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ A great game, but too close to its last get predecessor in justly the price-tag

70%

■ AUGUST 1993 ■ AT

19

FULL PRICE REVIEWS

GUNSHIP



Apache



Blackhawk



Comanche Gunship



Comanche Scout



Defender



Kiowa



Longhorn Apache



Cobra



Flares, tracers and automatics... you get to blast 'em all in **Gunship 2000** (and more besides).

MicroProse, £34.99

You do need it, especially if you're a pilot. You do, because the gunship doesn't have a head, cover, or legs. You've heard the saying: "Go as it could rain on the 10th. It will." It's certainly got no pain, no gain, no gain, no pain. It's been a long time coming, but it's worth the wait. You bet.

Gunship 2000 is the best flight sim ever, and arguably one of the best flight games of all time.

A much enhanced sequel to MicroProse's ageing classic *Gunship*, *Gunship 2000* is a near future helicopter simulator based on hardware supported by the turn of the century. Unlike most flight sims, it generates its own mission, so there's a near-infinite number available. You could find yourself in a

nocturnal, distance fight, a park and destroy outing,



CHOPPER SQUAD

Get off the enemy's feet by blasting his oil rigs... Red Adobe couldn't fit this one!



Being a battle-wary veteran of the original *Gunship*, this is one game I'd looked forward to with considerable anticipation. Despite the PC version having been around for some months it gives the great pleasure to say the Amiga conversion has been worth every second of waiting. It combines the presentation excellence of ST7 with a game to challenge any flight sim fan's sense, even *Gunship* are routinely defeated, yet still at an astonishing pace — even simplified in-game speech barely slows the action.

And then it turns out — actor's fever for war. The thing about simulating a helicopter is that you don't need to worry about getting tied up with the controls, etc. Just take off your seat into some disconcerting violence and come back, no wonder. The only thing you can do is some lengthy air-flight stick work. It is that it's quite fun, but it's not a game, my friend, so it's going to take a while to buy it again! Life's tough.

am
KFO
100

2000

RICH PICKINGS

Mega
DRIVE
Mega

any computer. It's a
game that's a lot
like a mission in a
movie.

Steering the plane is a
simple task. You can
get your command by
steering the plane. You
can't crash (well you
can, but you restart on the
ground safe and sound) and
steering the plane is a
simple task. It's a simple way to
get used to your craft, which handles
very differently to fixed-wing aircraft.

Copter combat

After your little run
you get a check at a
control mission —
simple missions only
until you reach the
required rank, then
you can fight
campaigns. After

**The
landscape's
so detailed you
can fly under
bridges and
through
narrow
gorges**

your plane is a
vehicle in your cockpit, and it's
no fun anyway, or nothing at
all (because it's not). I won't
waste on about everything
that you can adjust —
check out the screenshot
and you'll see. Suffice to
say that in real flight mode
the craft is a buggier to
handle for reasons.

exploited in the excellent
manual, but every flight is
well story. There's
something for everyone
here, from the ancient shoot-

em upper to the decorated flight instructor.
A key feature of *Comanche 2000* is that as the
leader of a six-man squadron you have indirect
control of up to four other choppers who follow
your instructions to the letter, then ability.



More
That's my
line of a
country job
— flying
a desk in
the
MAGAT
office.



on do... (the screenshot shows a
player's view of the game).

But what if you're all
running speed? None at all.
completely rewrite the code for
conversion (no time PC port here) using their
new Topographical 3-D system, making
Comanche 2000 one of the fastest flight outings
ever, even though the landscape is so detailed
you can fly under bridges and through narrow
gorges (when your target hides there, you have
to). Even when a missile arcs towards a
selected enemy, the action doesn't slow down a
bit.

If you haven't got the message by now, I'll
spell it out for you — *COMANCHE 2000* IS
THE ORIGINAL *COMANCHE*. The original *Comanche*
MicroPro's best seller to date, and if
this one doesn't blow it out of the sky
there's no justice at all. You'll see two
posts short of an air force to mess it.



TIP TIME! Get in close before using
your cannons. Look out for the promised
delta disks too.

- DEVELOPERS: MICROPRO USA
- DISKS: 4
- PLAYERS: 1
- GENRE: FLIGHT SIM
- 100% COMPATIBLE: YES (NO
FASTER)
- NO INSTALLABLE — YES



If you don't buy
this then you're
nothing but a Blue
Thunder fan.

00%

RICH PICKINGS

THE ANCIENT ART OF WAR IN THE SKIES

■ **Microprose**
£34.99

The last page of the manual describes *The Ancient Art of War: The First World War Strategy & Action Game*. Should a simulation of a war costing millions of lives be described in this way? All the more surprising is the word which isn't repeated: "different" has been omitted out. Surely, if anyone could create the ultimate World War I strategy game, it'd be Microprose?

After being greeted by the usual plethora of cutscenes, I was optimistic, not only about the game's offer of several military campaigns, but you even have the opportunity to create your own with the campaign editor. Typical Microprose depth and attention to detail, I thought.



...I was going to wait for the first time this was assigned a mission and dogfighting decided to try my hand at the latter, expecting a lavish polygon 3-D sequence. I wasn't let off my seat when I saw

two side-view opposite counter-attacked a plain blue screen. It's just like the old Atari console Combat game of some 15 years ago! The option to switch between bloody planes and attack bombers doesn't make it any more



■ Despite the engaging storyline, it is influenced by your bombing raids on enemy troops and installations.

“There’s little else to do but wait for the next dogfight or bombing raid”

Ancient Ideas

The bombing section is only marginally better, starting with a reconnaissance photo showing targets and an aerial gun. During the raid, your view is an overhead one of the working landscape below. Once responsiveness makes the bomber rudimentary difficult to manoeuvre it's not a problem, though, as you can usually plan a straight flight path forward then and give flight your target.

Unfamiliarity by the basic aerial sequence, I hoped for some deep strategy in the campaign. I was disappointed. On a bombing raid, you click on a screen to launch sequences of bombers and fighters to attack enemy installations and aircraft. Apart from selecting altitude and weapons, there's little else to do but wait for the next dogfight or bombing raid. The movement of the front line is influenced by bombing, attacking troops

or attacking bases, which are 4-D pictures captured from above. It can even get hot (by, of course, which is missing planes), and you receive an instant explosion.

Perhaps if you find this control over your units, it might make some sense. But controlling only part of your forces means no shadow strategy indeed. This, even more than the cold arcade actions, sends *The Ancient Art* spiralling into the ground.



TOP TIPS Protect your installations with the most effective weapons.

Just poor Microprose, despite their reputation as 3D premier strategy publishers, their last two efforts have been well below par. First *BAT* is blindingly accurate simulation but no game, and now this.

Ancient Art is a primitive beyond belief. The arcade combat sequences look like PD games and the strategy elements are about as deep as a muddy puddle on a hot day.

The game comes with the usual MicroProse in-depth historical data which, however extensive, fails to save this very poor offering. Look elsewhere. ■



- DEVELOPERS: EVERYWARE
- DISCS: 4
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ Unfortunate combination of lacky arcade game and shallow strategy.

39%

Rubysoft

THE INTELLIGENT PERSONS CHOICE!

When
service
matters.

MOST!

RUBY CHARTBUSTERS

NAME	PRICE	NAME	PRICE	NAME	PRICE
1. THE LION OF JUDAH	£14.95	101. THE LION OF JUDAH	£14.95	201. THE LION OF JUDAH	£14.95
2. THE LION OF JUDAH	£14.95	102. THE LION OF JUDAH	£14.95	202. THE LION OF JUDAH	£14.95
3. THE LION OF JUDAH	£14.95	103. THE LION OF JUDAH	£14.95	203. THE LION OF JUDAH	£14.95
4. THE LION OF JUDAH	£14.95	104. THE LION OF JUDAH	£14.95	204. THE LION OF JUDAH	£14.95
5. THE LION OF JUDAH	£14.95	105. THE LION OF JUDAH	£14.95	205. THE LION OF JUDAH	£14.95
6. THE LION OF JUDAH	£14.95	106. THE LION OF JUDAH	£14.95	206. THE LION OF JUDAH	£14.95
7. THE LION OF JUDAH	£14.95	107. THE LION OF JUDAH	£14.95	207. THE LION OF JUDAH	£14.95
8. THE LION OF JUDAH	£14.95	108. THE LION OF JUDAH	£14.95	208. THE LION OF JUDAH	£14.95
9. THE LION OF JUDAH	£14.95	109. THE LION OF JUDAH	£14.95	209. THE LION OF JUDAH	£14.95
10. THE LION OF JUDAH	£14.95	110. THE LION OF JUDAH	£14.95	210. THE LION OF JUDAH	£14.95
11. THE LION OF JUDAH	£14.95	111. THE LION OF JUDAH	£14.95	211. THE LION OF JUDAH	£14.95
12. THE LION OF JUDAH	£14.95	112. THE LION OF JUDAH	£14.95	212. THE LION OF JUDAH	£14.95
13. THE LION OF JUDAH	£14.95	113. THE LION OF JUDAH	£14.95	213. THE LION OF JUDAH	£14.95
14. THE LION OF JUDAH	£14.95	114. THE LION OF JUDAH	£14.95	214. THE LION OF JUDAH	£14.95
15. THE LION OF JUDAH	£14.95	115. THE LION OF JUDAH	£14.95	215. THE LION OF JUDAH	£14.95
16. THE LION OF JUDAH	£14.95	116. THE LION OF JUDAH	£14.95	216. THE LION OF JUDAH	£14.95
17. THE LION OF JUDAH	£14.95	117. THE LION OF JUDAH	£14.95	217. THE LION OF JUDAH	£14.95
18. THE LION OF JUDAH	£14.95	118. THE LION OF JUDAH	£14.95	218. THE LION OF JUDAH	£14.95
19. THE LION OF JUDAH	£14.95	119. THE LION OF JUDAH	£14.95	219. THE LION OF JUDAH	£14.95
20. THE LION OF JUDAH	£14.95	120. THE LION OF JUDAH	£14.95	220. THE LION OF JUDAH	£14.95
21. THE LION OF JUDAH	£14.95	121. THE LION OF JUDAH	£14.95	221. THE LION OF JUDAH	£14.95
22. THE LION OF JUDAH	£14.95	122. THE LION OF JUDAH	£14.95	222. THE LION OF JUDAH	£14.95
23. THE LION OF JUDAH	£14.95	123. THE LION OF JUDAH	£14.95	223. THE LION OF JUDAH	£14.95
24. THE LION OF JUDAH	£14.95	124. THE LION OF JUDAH	£14.95	224. THE LION OF JUDAH	£14.95
25. THE LION OF JUDAH	£14.95	125. THE LION OF JUDAH	£14.95	225. THE LION OF JUDAH	£14.95
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Tricks: Lightly armored three-wheeled vehicle. Fast but with limited firing range.



Transport: Armed with Heavy Cannons and wearing mechanized power suits.



Harvester: Separates sand from the sand. Once used it returns to its Refinery.



On later levels, with our tanks and an air unit are available plus technologically advanced weapons utilizing some energy plants, and even nerve gas.

Infantry: Lightly armored foot soldiers equipped with assault rifles.

UNITS

A competent, playful strategy offering that has virtually nothing in common with its predecessor. Dune II manages to be both complex and accessible without falling between two stools. The interface is very good, with crystal-clear icons and attractive graphics, though the delays involved in construction aren't welcome. The 1st Dune II — a sci-fi edged approach samples well on your nerves after a while, but the game as a whole is a worthy release.



DUNE II

creating a light refinery, which comes complete with its own Harvester vehicle. When the later's full, it returns to base where the figure is converted into credits.

Defense budget

Credits can be used to create more buildings and units. Military hardware is needed to ward off attacks or maybe capture enemy bases. The game is a mix of the classic strategy game, but it's not too far from the original. In Dune II, you can create a new unit, a Refinery, which is a

The first two levels are a good introduction to the construction and harvesting aspects, with few enemies to worry about. On later levels, the military strategy gets more important with obvious (concrete three-way) battles as more advanced weaponry becomes available — an added incentive to progress through the levels.

It's rare that a strategy game has the sci-fi atmosphere of Dune II. Maybe it's the wonderful scenario, in particular the interesting nature of the war. Perhaps it's the easy-to-use controls or the combination of good-looking construction and military conflict. Whatever it is, Dune II is a thoroughly enjoyable playing.



TIP TIME! In later levels it's worth a try to use the Harvester II, which is a

DEVELOPERS: WESTWOOD
STUDIOS
DISKS: 2
PLAYERS: 1
GENRE: STRATEGY
1300 COMPATIBLE: YES
HD INSTALLABLE: YES



It's a sound strategy offering with a very atmospheric theme.

87%

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■ You built another Iraqi playboy safe workshop. Well, actually that's my tank. Tough game!



■ (Left) An unrealistic campaign — you've trashed all your own tanks. Better start again, rookie!

FULL PRICE REVIEWS

RICH PICKINGS



WAR IN THE GULF

■ **Empire, £29.99**

■ If you thought Desert Storm's thirty-sided Kuwait invasion-inspired blarney was close to the bone, you're gonna love War in the Gulf. The follow-up to Team Yankee and Pacific Islands leads already in its enormous footprints with very little difference in graphics or play.

You're in charge of Team Kuwait — a crack division of 15 vehicles, four units of four. All can be manipulated simultaneously with the screen divided into four windows: one for each unit. Alternatively you can concentrate on controlling one platoon with a full-screen display.

Strategies are conceived and battles directed off the map at the war line. It's also possible to track enemy movements from here as long as they're visible to at least one of your units. A zoom function allows you to enter survey the entire battlefield for a general idea of the situation, or magnify smaller sections to enable precise deployment and manoeuvring.

Oil be there

Combat takes place on a rather more impressive 3-D view. Tanks, friendly and hostile, whizz past very convincingly — as do good-looking, fast-moving polygon buildings. Aerially, enemy vehicles is quite good. And

with a few more command, control, guidance and then strategy. It's a bit of a trade-off, controls and available, depending on the weapons in the selected platoon, all of which have realistic loading times — guaranteed to drive you crazy. Taking out those from a squad of four opposing tanks and then having to wait

several seconds for reload while the remaining enemy takes careful aim will have you screaming blue murder at your monitor but it all adds to the atmosphere.

25 difficult assignments offer considerable challenge. However the emphasis is heavily on strategy so don't expect to roll around

mindlessly blowing away anything you see. Fans of the previous games in the series will find everything familiar with only a few minor tweaks, and it's easy enough to get into for the uninitiated.

As for a conclusion, there's a lovely little chestnut to sum up. Intel appeal is largely down to the excellent graphics as you watch tanks zooming around, really looking like they mean business. When you get down to actually playing, though, it's fast moving strategy with arcade action taking a backseat. Try before you buy — but this is no cheapie.



TIP TIME! Use the line of cover for movement whenever possible.

is the really in order? I'm not saying our games should always be set before being memory, but The Gulf, it's a bit soon, isn't it? Shameless exploitation of recent tragedy? Misled investigation of human suffering for entertainment purposes? Or is this a load of right? Politically correct hogwash designed to produce a mass gut trip? You decide.

Either way, the game itself's brilliant. Fans of Empire's earlier tank and the Team Yankee and Pacific Islands will feel right at home, but the truth even better.



- DEVELOPERS: IN-HOUSE
- GIRLS: 2
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPATIBLE: YES
- NO INSTALLABLE: YES



■ A good-looking if ultimately limited war game.

79%

RICH PICKINGS

SPACE LEGENDS



■ (Above & Right) The classic space trading sim *Elite* is still a great game, combining 3-D blasting action and buying/selling of commodities.



■ (Below) You meet some interesting characters on your travels in *Mega Traveller 1*.



■ (Above) *Mega Traveller 1* is an enjoyable space-based RPG. (Below) *Wing Commander* suffers from slow speed, at least on normal Amigas.



■ A worthwhile package for building space-hawks

■ Empire, £29.99 (compilation)

When I was a young Spectrum owner I owned a game called *Elite*. It is still seen it on the Acorn Electron and being subtly depressed by its death and playability, had named to buy it. Weeks were spent playing its wire frame graphics, exploring its many star systems and blowing up everything I came across. I'd go as far as to say it's one of the best games I've played on an 8-bit.

I'd not seen it on the Amiga before the *Space Legends* compilation arrived in the office. To be honest, I'm rather disappointed by it. If you haven't seen *Elite* before you probably won't know that it's a feature of a space flight simulation trading and of just lots of lighting too. Come at it that with space games or police) is one of the game's better aspects, also the decisions made in trading and level do have a bearing on your success.

On the 8-bits, everything is displayed in wire frame 3-D, unless you're docked in a space station — in which case, there's loads of bit to look through and not upon. The Amiga version offers solid 3-D graphics during the flight sequences, and they're impressively fast. For some strange reason the programme is slowed the best displays in the space stations in lower it's a supposedly superior icon system, but it's not so easy to use.

a game that is based on the standard Amiga. Sure, the graphics are impressive in places and the atmospheric presentation adds so much, but it is limited by a sluggish pace and unresponsive controls. On the A1200 it is a far more playable affair — everything just fits together, and it is a far space-orientated shoot 'em up. All the same, I think the conversion from the PC original could've been far better.

Finally we've arrived at *Mega Traveller 1*, a game I've not encountered before. A space-based RPG with a wealth of options and areas to explore, it's limited unless you really dig this sort of thing. It does have a lot to offer, and controlling your

team through the different situations has a definite charm — even I enjoyed plugging away at it for a while. Try it and see — you may be pleasantly surprised as I was.

So, that's *Space Legends* in its entirety. *Elite* is a great all-round game, but not as good as it could have been — especially when you consider how great it was on other machines. *Wing Commander* is disappointing — even when speeded up on the A1200. As for *Mega Traveller 1* — well, it's a very good RPG, but only if you've got the time (and patience) to get into it.

This compilation works moderately well. Apart from *Wing Commander* on the 16-bits, it's a fair collection of game-styles that will appeal, though it's hardly an essential purchase.



TIP TIME! See this month's Tip Box for the full guide to *Elite*'s cheat system.

“A fair collection of game-styles”

Warp Speed Zero

I reviewed *Wing Commander* in issue 4, and as I said in the review it's



TIP TIME! See this month's Tip Box for the full guide to *Elite*'s cheat system.

78%

30

RICH PICKINGS



amiga
EDGE
Review!

2 OF DOOM

for their contest abilities) to the role, and the macho fighters to the fore. Only the first rank can attack, remember.

Perhaps the best thing about *Ishtar 2* is the character creation — there isn't any.

You can use your party from *Legend Of The Fortress*, but this isn't essential. Assuming you don't, you start the game with a single character (Dobson) who wanders alone until the monks are possible ally. He then invites him to join the team. As the party grows, all members get a say in who's recruited, and who isn't (very loosely, say). For example, Dobson and those don't get along too well, so if you're recruiting a Dwarf, your Dwarf might not ally. It's a really nice touch, though, so he might get overruled.

Party In-Fighting
If you're to succeed you must plan your party very well. As leader you have some control over the other characters, but they're still making decisions in their own right — don't prevent the old warriors from getting on well with a



It may be dog-eared and torn, but don't grizzle — this map was hand-worn. Although not perfect, the mapping system is much better than in *Ishtar* — *Legend of the Fortress*.

gobby priest. At best this leads to ineptly equipping with some characters unwilling to help others, at worst, outright conflict. This is roleplaying in its least sense, with each character a person in life or her own right and not just an extension of the player's ego.

As you rise from the dungeons, the graphics are excellent. For once the game's trees and grass actually look like they belong in a wilderness and not a tiddler's playground, and if the visual atmosphere drives you in, the progressive storyline keeps you there. Almost everyone you meet has something to say, and it's usually relevant even though it may not seem so at the time. This is what adventuring's all about.

The game's not without its rights. Although the disk scrolling and mapping is as unobtrusive as possible, I could do without having to stand in an elevator from the boss fight every time I die — the option to just carry on would be a boon. Also, the disk disk contains half a dozen or so intro sequences. These *EPIC* to skip to the end, or *RETURN* to get straight into the game. Fair enough, but this isn't in the manual. Can anyone honestly say that when they first bought their Amiga they never asked someone for sending a lengthy intro sequence, not asking they could skip it? I know I did.

Despite these minor moans, *Ishtar 2* is a gem game. It's reached the month in user-friendliness and now, and has a atmosphere that blows you away. Have a go *Ishtar 2* and hopefully a complete change of scenery.



TIP THREE From the beginning, go North to the front. Will the wall for a glassed-in spiral.



More Than, my yellow traveller. Click on a map section for a detailed close-up (there I am).



- DEVELOPERS: Pascal Ekmekler & Michael Perrot
- DISK: 3
- GENRE: RPG
- 100% COMPATIBLE: YES
- HD INSTALLABLE: YES



Atmospheric roleplaying at its best — a true epic

91%

THE LOST VIKINGS

■ Interplay, £29.99

The three Viking brothers must have thought they'd struck too many regions of meat. Only first day they were anything the eastern hunt and feast in their small village, but they were to enter in the night, a strange force lifting them from their beds and towards a metallic object in the sky.

It turns out that the intergalactic biologist Tormen had visited Earth, searching for new and strange life forms to add to his collection. When he spotted the Vikings, viewing some primitive must be decided to leave them aboard his ship. Unfortunately for him his help was on the table and instead of sending the Vikings to his specimen room, it materialised there in the ship's corridors. A lucky break for the brothers, but now they would need to pose as their special abilities to somehow escape.

Pursuing pillage

Three apart, quest to return home comprised a series of 27 guiding levels. In each, you have to work out where and when to use each Viking's special skills to bypass hazards and perform tasks. For instance, you might need timing to lure a fire ballster with his sword, or use Olaf's shield to protect his brother from enemies or laser pods. Sometimes Vikings must be used in combination, eg Erik jumping onto Olaf's shield just when he can leap to an otherwise unreachable platform. The first few levels introduce the various skills and controls, giving an overview. From there on, you're in for a real heated combatting time.

Objects complicate matters: often you'll need to find and reach an item to be able to pass through another part of the level. For example, on one level you encounter a gravitational field which lifts you Vikings up towards a fatal electric charge. Sometimes a randomly generated pair of goblin boots holds the solution.

Manipulation of objects is easy enough: each Viking can carry up to four items by pressing the Tab key enables you to

select (using a cursor) the item to be used. Objects can also be dropped (eg bombs) or given to another nearby Viking.

Viking halli

The need to use the keyboard for certain actions stems from the game's console origin, where they were activated by the extra controls past keyboards. You get a choice of keys to use, but I would have helped if they'd been user-definable. You often have to pore over your keyboard to find the right key to use an object (S), activate a switch (D), switch between Vikings (Del, F10, keypad 7 or 8) or use a Viking's secondary ability (G, keypad + or =). A strange choice of keys, I think you'll agree, and the latter (advancing

Salvo's bow or Erik's headbutt) is the most annoying as you often need it in a hurry.

You get used to the keys after a while, but the needless disk accessing is a pain. When a Viking dies it's imperative to complete the level, so the option to give up is essential. However, doing

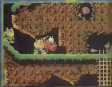
so results in the lengthy re-reading of an animated sequence (a burning Viking ship) before reloading the same level back to. As you often lose a Viking due to a silly error, this can become very annoying — when I fail a level, I want to go straight back to the start and try again.

At least a password system enables you not get too frustrated — noted by the humorous nature of the game, with numerous speech-to-code comments from the developers or, at times, in the well-designed books that leave you scratching back for more. Other, so you don't get in many special abilities to choose from as in the Looming games, but it's no less satisfying. An added attraction is the more-stimulating direct control of the characters. If you can afford the disk accessing, The Lost Vikings is a really playable puzzle.



TOP TIME Explore new areas with Olaf first, as he can't usually get hurt. And watch out for some great tips in the new *MacOS* version.

The needless disk accessing is a pain



RICH PICKINGS

CHARACTERS

CLAY THE SWIFT

Age: 10
Height: 5'11"
Weight: 160 lbs
Specialties: Fast running, jumping
Equipment: Planning stone, a sword
 Clay is the fastest of the three Vikings, and the only one who can leap over gaps. He also comes in handy for knocking down walls by headbutting them at speed. His weakness is his vulnerability to badfires, having no shield or weapons.



BALENG THE HEAVY

Age: 20
Height: 6'07"
Weight: 200 lbs
Specialties: Combat
Equipment: Bow & arrow, sword
 Baleng can kill most enemies with two swings of his sword, or by firing arrows at them. The latter can also be used to activate switches — sort of. There's an electric field in the way.
 Though brilliant on the attack, Baleng isn't too good at defending himself, so it's a good idea to hide him behind Clay's shield when fighting larger foes.



ITEMS

Health: Health & health points.



Sword: Baleng. When decorated it destroys all enemies on screen.

Gravity: Baleng. Enables a Viking to walk normally in a gravitational field.



Reflexes: Press them to come down into Baleng can hit them with arrows.



Reflexes: Look reflexes just as it exactly the same way as buttons.



Shield: Gives a Viking a bonus blue health point.



Fighting Arrow: Adds an arrow with just one shot.



It's a puzzle game, not an arcade adventure... or maybe it's a combination? One thing for sure, though — The Last Viking is one of the most original games seen in years a year.

The Last Vikings, the idea of the game is to get your Vikings to build up a strong base and join together in the end to defeat the king. You have direct control over each Viking, though unlike Song there's a lot of action, and the other Vikings can be controlled with a few buttons. The game is a mix of action and puzzle, and the story is a mix of action and puzzle.

DEVELOPERS: SALMON & SYMPHONY
OS: 2
PLAYERS: 1
GENRE: PUZZLE/ARCADE
ADVERTISING: 100% COMPATIBLE: YES
NO INSTALLABLE: NO



■ A refreshingly original arcade adventure with a page of fun.

81%

RICH PICKINGS



■ (Above) The Arcade Challenge puts you against successively better computer teams, earning points by multiplying the goal difference by the skill level.

amiga FOR EVER!

GOAL!

■ Virgin, £25.99

Oh, let's get straight to the burning question: Is *Goal!* better than *Sensible?* Well, that's a tricky one. The fact that I'm even considering the possibility tells you that *Goal!* is one damn fine game.

It takes the basic elements of *Kick Off 2* (Chris Doherty's earlier game) and transforms them into a much more playable, skilful exercise.

The tricky dribbling's still here, as is the ability to trap the ball by holding down fire. Not only can this method be used to stop and pass the ball to teammates, it's a useful tool for controlling the ball before changing direction. This is great for wrong-footing defenders, as all the players now have realistic inertia. When you start running, it takes a while to get up to full speed, and this controlled player can't instantly zip off in another direction — he has to continue turning circles, dependent on his speed.

Stopping is achieved by a quick tap of the fire button, and shoot-out can be applied to anyone the ball is in or dip it. However, unless *Sensible* (and *Kick Off 2*) is impossible to read a number of down the pitch — long-ball merchants will have a harder time here.

Handling for goal

Other player behaviours include the ability to kick, dribble with efficiency, and pass.

The latter is also bad news for long-ball players as it's a difficult skill to master — you seem to be very accurate to begin with, but the ball, and power, needless to say, running fast before jumping.

With all this complexity of control, you may think *Goal!* is too tricky. Well it is hard to get to grips with — perhaps not as intuitive as *Sensible* — but once you get the hang, you can put some really clever moves together and score truly great goals. I even enjoyed watching the optional action replays in

slow motion — you can play using this view, but I preferred the more traditional 'normal' out mode.

Where *Goal!* really scores against *Sensible* is in its challenge for solo players. The computer teams are really hard to beat unless you adjust their skill level down, and score up. This handicap system also permits novice players to stand a chance against an expert.

As to that initial question, I still can't decide but — complete with experts' crowd FX, a host of play options, leagues and the ability to edit teams — *Goal!* is an essential purchase for any footy fan.

TIP TIME! Against computer teams try shooting the ball at the very bottom of the wing, then passing across to the centre for a shot.

■ Not being a great fan of *Kick Off 2* (I HATE the cartooned game), I wasn't expecting too much of *Goal!*. It just shows how wrong you can be.

Allowing the players to turn on the ball when moving slowly is a brilliant idea, adding loads to the playability and realism. The arcade challenge (earning points by playing gradually better computer teams) is one of the neatest and most innovative ideas ever seen in a soccer game, and unlike *Sensible* it has a practice mode.

Goal! lacks the humour of the *Sensible* boys' offering, but it's certainly not short on playability. So which is the best? You decide, but at the end of the day the two did well, leaving the decision as close as a pistol.

- DEVELOPERS: DINI & DINI
- DISKS: 2
- PLAYERS: 1-2
- GENRE: FOOTBALL SIM
- 100% COMPATIBLE: YES
- NO INSTALLABLE: NO



■ Extremely playable in one- and two-player modes — don't miss it!

92%

HAPPY LANDINGS... COMPETITION

BLACKHAWK

SUPER COBRA

**A £250
AVIREX FLYING
JACKET AND
£350-WORTH
OF SOFTWARE
MUST BE
WON!**

KIOWA



■ Ever wondered how those brave Americans almost keep warm while flying through the air at Mach *whoooooshhh!*? Do you lie awake at night worrying how they make a landing without daring their off-duty beam? Not matter do we, but we do appreciate their crazy Avirex flying jackets.

Thanks to those awfully nice MicroProse hats, we've got one to give away! Yes, honest — an authentic Avirex flying jacket, worth around £250 (that's stuffing, not US dollars). Available in Small, Medium, Large and X-Large (that's Extra Large), this is the ultimate in pose — and just the thing to wear while enjoying the authentic atmosphere of MicroProse's stunning *Gunship 2000*. Be the envy of all your friends, but don't wear it to long — you'd probably get short five runarounds will sweep copies of MicroProse masterpiece *Farmale Gas Good Fly*, while another lucky five get MicroProse *Golf*.

So what do you have to do to win this marvelous prize? Fly a reconnaissance mission over Ludlow? Blast Baghdad to bits and claim you were saving an intelligence center? Wear your trousers back to front? No — just tell us which helicopter lands on the pad.

Answers on a postcard to: **LOOK AT MY CHOPPER COM, JANDA FORCE, Insect Magazine, Ludlow, Shropshire SY6 1JG, by 14 September** of the month. Remember, as well as the answer we need your preferred jacket size. Postcards that don't contain this information will be folded into paper darts and checked out of the window.

NICK FALDO'S CHAMPIONSHIP GOLF



91%
CONTROL

90%
AMIGA
(FAST)

89%
AMIGA
COMPUTER

88%
AMIGA
POWER

88%
AMIGA
ACTION

IBM PC



**CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS
STATE-OF-THE-ART GOLF SIMULATION?**



COMMODORE 64



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"A real class act, just like playing against Nick Faldo in real life" **JOYSTICK**

"As a true golfing experience it can't be bettered!"
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"Chall person will love this to bits"
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"The best looking, user friendly and playable
golf game on the Amiga"
THE ONE AMIGA

MICROPROSE KIXX ASS!

What happens when one of the greatest budget software labels teams up with the undisputed kings of strategy? IAN 'CHEAPSKATE' OSBORNE thinks he knows...

There's nothing like a really great game. One you can get your teeth into and play for months without getting bored. Something challenging enough to make you work for your winnings, with an atmosphere that drives you in and grips you that refuses to let go. Hold on... I think I just described most of MicroProse's back catalogue! Nearly all such classics as Geoff Crammond's *Stunt Car Racer* (the timeless *Golden Commander*) and war-fight sims like *King of the Sky* and *F19 Stealth Fighter* (the name 'MicroProse' has long been synonymous with quality games — so were *Fiasco* and *Hammer*) brought out by MicroProse a few years back. Just as well Kixx scooped the rights to some of their back catalogue, then?

To celebrate their release at bargain budget prices, we're taking a look at the best MicroProse games, and we've even got some to give away! Eyes open.

STUNT CAR RACER

■ What a game — four years old and it's still as much fun as the day that I was captivated. Programmed by Geoff Crammond (of *Formula One Grand Prix* fame), *Stunt Car*



XL-ENT!

Kixx XL was launched in November 1992 to cater for more serious gamers. The XL label allows us to market quality products at budget prices — just a few pence less. These games retail at a much higher price which has resulted, as they're just as big a bang as the normal Kixx range.

How true. Bigger boxes also allow nightier artwork and dozens of disks. At last fans of tight lines and adventures are served by a budget label! MicroProse especially have a reputation for comprehensive manuals the size of small roofing sheets, and it's a privilege to see 'em cut down to a budget box-friendly size of microscopic proportions. Thanks to Kixx XL, they no longer have to be.



F19 STEALTH FIGHTER

■ When this game was first released the Stealth games were very hush-hush. The Pentagon denied their existence and half the Aircraft weren't even confirmed until one crashed. This didn't stop my computer-loving model kits and die-cast creations, though. MicroProse mean the pilots in the F19box is of the actual game and not a C-130 toy, but we have our doubts — that moody purple blend looks a multitude of sins, but there's no hiding the sheer quality of the game.

Being near-invisible to radar, the Stealth can creep behind enemy lines, taking out strategic targets and photographing

concrete military installations. A range of weapons are on offer, but choose carefully — if you haven't got the right tools for the job, you're in trouble.

Unlike *F19 Strike Eagle II*, this is a traditional flight sim with a high degree of realism and a fair few keyboard controls. These are extremely well laid out, becoming instinctive after a few plays. A key control supplement is included so you don't have to plod through the entire manual to find which key controls the undercarriage.

It's games like this that make the value of the Kixx XL range. Although more expensive than their usual cutout (the C19 box), the MicroProse manual is reproduced in its entirety, though the keyboard layout isn't included. A great game at a bargain price... well, what are you waiting for?



FEATURE



Racer is the wildest, wildest driving game ever to hit the Atari.

Unlike most racers, you don't compete on a track or road — instead

you're whisked into a topside-view cockpit. Take a corner too quickly and you fly through the air like a MiG whose flight sim, but with a predictably heavy landing. If your car's not too badly damaged you can be winched back onto the track, but you'll stand firm chances of beating your computer-controlled opponent.

It's difficult to describe just how good *Stunt Car Racer 3* is. It's fast, smooth, and its drivers' multi-lap races offer a constant challenge. There's a full-featured two-player mode on offer, too.



CARRIER COMMAND



■ This caused a sensation when first released: the first game to allow what the then new 16-bit machines could do with solid 3-D. Set in the 21st Century, your task is to take over a strategically important archipelago threatened by an automated carrier bearing an unruly resemblance to your own! That's been weaponized by terrorists.

Not only do you control your ship, you also have four Marines (surreptitiously) and Marines (one going bunched) at your disposal. Arm them as you please, but choose carefully — the enemy have impressive firepower, too!

The unique mixture of light aim, bold aim and strategy-crafting makes *Carrier Command* a real winner, and one of the few games to successfully reuse games. Its narrative interface (rehearsed after a few plays, anyway) stops it getting tedious, and if you don't want it

RICK DANGEROUS

■ Now here's an original. *Rick Dangerous* is highly acclaimed but seriously flawed. Its way of less point out the silky-smooth scrolling, instinctive controls and laugh-a-minute presentation, its detractors cry 'It's just a computerized memory test'.

A platform game with arcade-adventure elements, your task is to guide Ricky through the jungles of South America, battling bloodthirsty badasses (or should that read bloodsuckers?) along the way with your trusty shot, faithful hand gun or stick of dynamite. If you run out, there's a few more



lumps along the way (how they got there I don't know, but who cares?). Despite the amount of controls needed, the game demands to play precisely, and clever planning makes the

KNIGHTS OF THE SKY

■ Ever wondered what it was like being a fighter pilot in days of old? Do you like of telling up with high-tech missiles as soon as the enemy comes into sight? Do you yearn for a tight-lens featuring double-winged aircraft with no rider, no missiles and only a few machine guns for weaponry? Great — get *Knights Of The Sky*!

tech. By the way, feel like no other WWI air. The planes can be a bit of a

cute at times, but if Biggles can handle it so can you. After all, you don't have to worry about weapons systems, undercarriage retraction, flaps and chief mowing or any of the complex keyboard-operated controls that put would-be obsessed gamers off most flight sims.

Knights Of The Sky benefits from an inspired choice of sound effects. Despite being cheaper than Barry White's voice, it retains a degree of slow-and-steady believability rarely seen in a sim. If you think flight sims aren't for you, this one just might change your mind.



F15 STRIKE EAGLE II



KNIGHTS *of the* SKY



PLAY NOT PAY! TOP GAMES



C64
SPC
CPC



C64



C64



C64
SPC
CPC



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Amiga
FORCE

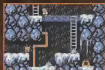
**FLYING HIGH
ABOVE THE
REST!**



lone game there is an action mode on offer too, but make no mistake — it's NOT a shoot-'em-up! Buy it.



RICK DANGEROUS II



More of the same, this time with our intrepid hero exploring a deserted landscape, the ice caverns of France, the forests of Vegetabilia, the

FEATURE



atomic dust mines and finally the Fat Man's cavern in the planet Eup!

The same atmosphere and

point-and-click method of Rick's earlier offering are preserved, but *RD2* is far superior in its production. The sudden death is an far less common (though by no means absent), there's more to do (you get to affect things, rather than just reacting to them), and you can start on any level you like. Again developed by Core Design (for MicroProse's now defunct MicroByte label), *Rick Dangerous II* is a genuine budget banger.



Randomly placed positions soon become instinctive.

The main criticism of *Rick Dangerous* is that it relies too heavily on unhelpful deaths — well, along, main a long is the start, tell on

some spots, die and reload a few screens earlier. Now you know the score, you can avoid the aforementioned spots and pray on with you hit the next unseen death! Repeat until completed, this criterion certainly holds water, but the game wins out because of its brilliant humour



RVF HONDA

Another game formerly gracing the MicroByte label, *RVF Honda* is one of the best sports-based bike sims ever seen.

Boasting a high degree of realism (quite surprising — it is a MicroProse game after all) for once you not only have to slow down to take a tight bend (don't laugh — it's amazing how many drivers let you slip round at full speed). The bike behaves like a dream, but crash too often and performance is impaired. You can always come back on your bike and let it regain, but you might find you're a couple of gears missing, minus a speedo etc.

With practice you can really fly round the track, but the computer controlled opponents

are no pushover — don't expect it to be easy. Even if you score up you keep coming back for more. *RVF*'s blazing lining of speed and grab you by the gonads throughout, making it one of the most undiluted games of all time.



Let's face it, flight sims aren't for everybody. There's no hope for dedicated shoot-'em-upers who think *Airbourne* is a flight sim. However, if you like the idea but not the complex interface, *F10 Strike* might be for you — it's an strategy in you can get into still being a 'proper' sim.

A console companion with this game as they can too simply, but no less double brilliantly detailed 3-D graphics it's better than *Star Wars* being

driven by *Star Wars* box. By design it's not a particularly accurate simulation (some of the control displays would turn the USAF green with envy), but it's not aimed for instant appeal and addictive (enough)

comes. It still has a massive size of *Belgium* (it couldn't be a *MicroProse* game otherwise) and the mandatory military mission, making it ideal for potential flight sim fans who can't be



informed to excessive complex keyboard layouts.

Collectors? Well a few quarters might record the lower priority given to accuracy, but they have only themselves to blame — you bought the wrong game, didn't you? A true more

working is the limited number of missions, but with four skill levels to master there's enough to keep you going for months. A worthy classic, filling a gap in the market and making a major contribution to flight sim accessibility.



M1 TANK PLATOON

This game's showing is opportunistic — it's not the *Real* time (again), providing the best would-be the *Commander* have with and a tactical fundamental in sight. It's showing its age in generally terms too, but this doesn't stop it being a worthy purchase.

Set in the early days of World War II (why the war address isn't not noticeable using German numbers? Just a thought). If you control up to four tanks that can be directed independently or kept together as a platoon. There are several stages or after with numerous missions per



FEATURE

MICROPROSE SOCCER

■ Had the most accurate of soccer sims, but it's fun to play and at the end of the day (ahem, that's what really counts).

Designed by Revolution Software, the CD-ROM was converted to the Amiga by The Electronic Pencil. Co-Micro might not be good as it is a bit inconsistent. It's certainly a respectable kick-about and single of the pre-Amiga CD-ROM games.

Pro-Kick CD-ROM. As the office among us remember, before Dave Dine turned the footy-sim game on its head most games

gave the ball to your feet as you dribbled. You could still be tackled, of course, but there was no danger of leaving it behind as you coast down the wing. AfterProse Soccer's no exception. Although the rules to make it a bit of a passing (you rarely do) — just move the ball, using up the ball and shoot, the inclusion of Barnes' shot is a real innovation in this day's fast-paced action and an American 20-a-side version makes it a worthy purchase at budget prices.



STARGLIDER II

■ A fixed polygon-based blaster in the 2D mode, Starglider II was once considered a classic among fans of the more cerebral shoot 'em ups. Five years on it doesn't look quite as



impressive, but it still puts up a fair old fight. As the pilot of an iconic craft you pilot the glider and move in the Solace star system.



Shooting lasers with an evil race of aliens called the Egores. The extremely restrictive mouse

controls are a pain to use, and because the rest of the game is so good — maybe it's not quite as deep as it pretends to be, but it's far from being a mindless shooter. Oh, the shooting is a bit new, but it's still worth a look — especially if you're a fan of Dave's control elements.



steps. After the easy, introductory training stage you face a series of small-scale skirmishes,



gathering in intensity until you're plunged headlong into the heart of the war.

You can manoeuvre your high-tech hardware around the map using the

mouse, or opt for an inside-the-tank simulation approach. A combination of both works best.

MY First Platform is far more strategic than the usual simulation. The map screens in particular look very war-gamy, and the introduction of indirectly controlled vehicles put a whole new perspective on the game. Signs of the game's age include the 2D using a fast slow, and a lack of fire compared to Pacific Islands or War in the Gulf. For all its outdated, though, the heart of the game's theme and that's what matters.



MIDWINTER

■ When first released, Mike Singleton's Midwinter scooped every award going (with the possible exception of the ODE). I can't think why. It is a good game and it's a bit of a technical achievement, but not quite the classic it's made out to be.

Set on an arctic island, the aim of the game is to travel from town to town securing maps for your crack ski-suit team. When you think you're strong enough you attack, hopefully finding the enemy HQ. You have between towns by ski, snow buggy, cable car or even hang glider. Some modes of transport are better than others, but all allow you

to peak in amusement at the ice light-sourced polygon graphics.

Midwinter's really a series of games, each with its own set of challenges. That's not all together driving, but it's a challenge. Strategy fans will admire its depth and challenge, but there's no hiding the fact that there's a damn good time going on. Also, if you know the trick, there's a very easy way of completing it.



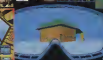
JUST FOR KIXX! A BUCKETFUL OF KIXX/ MICROPROSE GAMES MUST BE WON!

■ After reading about that little bit I bet you're just itching for a blast on Kixx. This could be your lucky day. One lucky reader will win EVERY game featured in this roundup, with five chances of getting a game of their choice. And what must you do to win this amazing prize? Climb on the roof stand on your head and whistle 'God Save The Queen'. Sit on a railway platform gathering train numbers, then send them to stand for their latest ST game? Tell craggy jokes like 'What's the difference between the Star Trek and the Loch Ness Monster?' Some people say they've seen the Loch Ness Monster!?! Hehehe... Just answer these simple questions...

1. Who programmed Stunt Car Race?
2. Who designed MicroProse Soccer?
3. What was the Kixx XL label inscribed?

■ If you're stuck, you didn't read the above properly, did you? Go back and do it again.

Answers on a postcard, to arrive no later than 15 September 1995. Any entries sent on plain black postcards with (reg) 'Blackpool by eight' embossed across them will be recycled as firefighters. They were funny when they first came out, but the joke's wearing VERY thin.



Don't get me wrong, Midwinter's an excellent game, but doesn't quite live up to its world-beating reputation.





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■ **(Night)** Watch your landing (and flying) from any angle you like.



MIG-29 FULCRUM

varied. Fleet of warls and nuclear bunkers engage in air-to-air combat in China, take a few sauphoels in the Arctic and chase a convoy of terroral trucks. The final mission (the nuclear isedod) can't be entered until you've built up your score on the first four.

screen
to's fast
smooth

Plain flying

There's a reasonable plot's record, but no weapons selection — you start with the same rifle of cannons, unguided rockets and missiles every time (perhaps this is a feature of the MIG — I couldn't find out one way or another, but I doubt it).

The game itself is fun to play. The screen appears to be fast and smooth, the missiles varied and interesting and the plane's instrumentation is an accurate interpretation of

the MIG's. You have to be fairly heavy with the controls, but again this is an attribute of its aerodynamic inspiration.

One very serious flaw is that on an ordinary TV the HUD (that's Head Up Display — the green lines in the middle of the screen) is difficult to see. Keep backing the contrast and brightness controls and you get there eventually, but it's definitely a game that looks better on a monitor.

MIG 29's lack of missions is less of a problem at budget prices, and its lack of weapons selection is a positive advantage for beginners. If you're looking for a straightforward flight sim that's accessible without being too strategy look no further.



TIP TIME! Use a mouse or analogue joystick. Ordinary sticks just don't release up.

Initially I was disappointed with the basic look to MIG 29. The main cockpit data look like the interior of a F15s, and the scenery is at times seriously lacking in detail. Compared to other flight sims, MIG's just too shallow in many areas. In all fairness, the main game is very easy to get into — there's no encyclopedia of instructions to burrow through — making it ideal for novice pilots with a fear of heights. Acht victories on the other hand will be soon get restless — especially as there are only five missions to undertake. It all depends on what type of person you are: if you want a simple — and very fast — flight sim then look no further, but if you like spending hours just reading the book-up info — be gone.



■ **Not as complex as some flight sims.** It's a great intro for novice pilots.

83%

RUBBER

Cold rubber

All well and good, as far as I progressed through the metres with the greatest of ease. Out then I went, onto the tarmac, for competition to commence.

My first few races were to leave me in utter embarrassment as the joystick proved a less than satisfactory implement for influencing the movements of my bike.

With desperation then, I selected the keyboard and to my surprise things improved strikingly with far more subtle controls. Example: Despite the very odd-looking graphics, Rubber on a full track bed, though the two player mode is rather weak. First only does the player have to muck around with the clumsy joystick, but played two a screen requires the first player made it map — vital for anticipating upcoming bends.

Plenty of tracks don't make up for lack of gameplay and graphical variety.



■ **Not the grass at speed and you fall off your bike.**



Oh dear, I think this game has finally driven home completely what the brief might be. It's not that interesting when the bike goes coming off the road at the slightest possible movement. When I did get to start with the controls, I found winning more difficult. Your bike is much more sensitive than the others, so you can even get away with a few corners and still win. With gameplay as tight, the graphics mode's just as tight. The graphics mode isn't patchy on the second race, but it's still a bit slow.



■ **Not Rubber sounds very exciting, but your mouse is hard to control and keeps sliding all over the place.**



■ **Nowhere near fast enough to have any interest.**

51%



TIP TIME! Use the keyboard as joystick control is far too cumbersome.

BUDGET BARGAINS



THE IMMORTAL

■ The Hit Squad
Platinum, £12.99

Buying a console adventure experience. The Immortal is an unusual pair of isometric graphics and adventure RPG words and scenery advertising. It's not a great fan of the aforementioned genre, I had a brief foray into The Bard's Tale years ago, and I love Legends Of Prince, but it's not something that grips me in the way it does others. So I think The Immortal's case, right?

Well, not quite. Disappointing the plot, the game's a fairly linear adventure. Its goings-on come and go with you, with you at the helm, but should you go through a door the game will enter the next location. Littered it was, however, with traps and puzzles, and with what can have several different outcomes. For example, finding gold coins

you ride, bumping into a poison results in a fight — or, likely, a death. There's a certain amount of clever manipulation, but as a rule it's not too hard to figure out your next move.

Immortal looks

The Immortal's real charm is its graphics. They're hardly award-winning material, but seeing with character. Everything is animated, and the attention to detail is admirable. There's even an amount of gameplay to match, but the entire package is almost spoiled by a few annoying flaws. For a start, it's too easy to die. Combat is simple (when you know how), but traps and traps (which you deal with annoying regularity. Once you've got past one case, though, you'll know how to find a switch — I need to think longer)

Late (the interactive 'gamebook') was irritating in that respect, but The Immortal takes the case, because it's not.

Traps and tricks catch you out with annoying regularity

So, there you have it. If you like games that involve lots of tedious repetition of enemies and traps to get to where you want before you die, well, you'll like The Immortal. (Because, there are six codes for the seven levels, but it's all a matter of patience. I haven't got that much, so I'll give the Hit Squad release a small recommendation, if you like this sort of thing.)



TOP TIPS If you get stuck, look at the walkthrough in the manual. One of their community editors is a damn good.

CRYSTALS OF ARE

■ Games Worth
Playing, £12.99

An RPG, on (y) Another one of those four-console games, with unimpressive graphics, some nice and rusty graphics, no humor, I suppose the plot's a decent good place to start on, in a fairly conventional fashion, I shall refer to you the background story line.

It's the second best thing I've brought down possession on the world and only by recovering some

mystical crystals can the land be freed from his power's scenario. And (stolen, hence) that's where you, as the all-powerful Lord, come in.

Before your quest, you select a five-man team and customize each member to your liking. These types of character are on offer.

Magicians are comparatively weak but have

the advantage of spell-casting abilities. Rangers are useful scouts, moving quickly across terrain to bring back news of potential dangers. Warriors are (obviously) best suited to fighting so it's essential to have at least a couple of these in your posse.

Conflicts are determined by a 'dice roll' system

World of adventure

Your main 3-D view is always through the eyes of Jax, with the other members of the team manipulated on the map screen. Moving Jax around the game world is easily done by clicking on on-screen direction arrows. Some terrain is impassable so plan your route via the map for speedy movement from place to place.

Every so often a message will flash up informing you of an enemy close by. You're then advised either to run away or stand and fight. Choosing the latter takes you into the battle sequence. Conflicts are determined by a dice roll system in which each player takes turns to attack. The roll either is accepted or results in an injury for the team.

Not being an avid roleplayer, I suppose I don't really do much to change my mind, it's all looks



More of an RPG than an arcade adventure, *The Immortal* features plenty of fighting (Left) and character interaction (Below).



dark, gloomy atmosphere, but big money to be a dwarf. The lookies are pretty neat, but I can't help missing the gory torture added to the later Mega Drive version.

The game suffers from *Rick Dangerous*-esque (what? Not many Nintendo versions until you fall foul of them, turning the game into the more than a merely bad, still it's far less fun than the electrocuted game, and substitution the usual for less often.

Not the classic it once was, but a reasonable purchase at the price. **IAN**



Not a bad adventure — if you've got the patience.

70%

BOREA

pretty enough with attractive woodland graphics, but there's just not enough depth of play or character manipulation. For the reason I can't see it appealing to the hardened fan. It may, however, provide an acceptable introduction to the genre for the uninitiated, being easy to get into and simple enough to play.



TIP TIME! Use your team to scout the area — it saves time wandering around.

■ **Hint:** Not a great RPG by any means, it seems too long to respond to inputs, making exploration a chore rather than a pleasure. Still, its built-in map is far superior to find its way, and I prefer its more strategic combat elements to later real-time efforts, though its presentation leaves a bit to be desired.

The graphics are adequate and the plot makes all the right *Dungeons & Dragons*-inspired moves, but the slow response time implies what you've seen in acceptable game. **IAN**



Hardly the best RPG around, but not too bad for beginners.

60%

BUDGET REVIEWS



HARLEQUIN

■ **GBH Gold, £9.99**

In my time, I've played games that allow you to be as much of a hero as you want. In *Harlequin*, you're not. You're a hero. It's not a bad thing, but it's not a good thing either. It's a platform game. Also, unlike other of its kind, there's more to say about the game than just that it's not a good thing.

Harlequin is not as fast as *Super Mario Bros.* or as unrelenting as *Assault*. It uses your bouncing around the levels, collecting power-ups, assorted objects and kicking switches to activate platforms and move scenery. It's big, colorful and complemented by a selection of novel power-ups. In fact, all the necessary ingredients are included.

Its most impressive offering is the ability to save and load your game position at any point. This saves endless tripping through levels already completed — something I hate — and the programmers should be firmly patted on the back for being so considerate. Speaking of which, congratulations to the person who included the option to turn the music off.

Don't shoot — we're cute!
The graphics, although a little bland in places

are all a generally high standard. When your assorted enemies are dispatched, they explode in showers of stars or big pink bubbles (or that option's equivalent). Each level has its own feel and look, although the backdrop has a bit of monotony. Also, with a maximum of five limited power-ups from the *Spina Hopper* (remember enough to get something that allows you to fall safely to the ground).

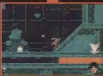
Harlequin includes all the classic elements of favorite platform games and adds its own, supposedly worth everything's there, both moving platforms to ropes to swing on — and switches galore. Yet, I'm bored. I've played it solely for a while and it's not impressed. It just doesn't grip me in the slightest. I'm in a state

of non-appeal. I'd expected more from *Harlequin*. I'd heard people rave about it — so much so that they believed it to be "the best platform game ever". It's not liking it that much makes me a odd fish, then, so I'll be it too to be able to say what I think. — and I think I'd use a game of *Flashback*.



TIP TIME! Always save the game after completing a hard task.

■ **(Below)** *Harlequin* is dressed in a patterned Lycra catsuit from the new collection... we recommend *Dan Gools* for wearing that one, sorry.



■ The strangest game ever? It seems the strangest game ever, but underneath the weird aspects *Harlequin* has got that different from any other platform romp. There are some absolutely amazing aspects and strange aspects. I'm not a fan of the weird, but the weird is not a bad thing. I'm not a fan of the weird, but the weird is not a bad thing. I'm not a fan of the weird, but the weird is not a bad thing.



Not bad for platform fans — just don't expect too much.

70%

BUDGET REVIEWS

BUDGET BARGAINS



Bomb
appears in
100% of
100% of
100% of



Click here
to view
the other
game



Turn
through
10 of a
line



Quality savings — 25%
appears when pressed



Items appear and
number
of
available
in
street
of
travel

BOSTON BOMB CLUB

Games Worth Playing, £9.99

Now there's a twist and so much more. A modern twist on the classic game. When Mario overtook the air, it was to get to the top of the level's many bombs from the bomb dispenser to the target. Let one explode on the table, either through collision or neglect, and it's game over.

You get the bombs from A to B by clicking on the various size. Clicker ones rotate through 100° representing the pathway, and on square also the silver ball can move to block another channel. This cannot move horizontally or vertically, and you've no direct control over the bombs — they roll along relentlessly. Learnings style.

Claver devices

Boston Bomb Club boasts some wonderful graphic effects such as the main reading the paper over the table, blotting your view of a couple of pieces. Keep your eye on here and you could catch a glimpse of the the future the game's later levels and more devices come in.

like a baby crawling across the playing area. Controls are intuitive and you get a definite sense of achievement (and a chuckle) as the time is outplayed as a bomb that's reached the target. Even so, the game as a whole is a bit of a missed opportunity.

There's hardly ever more than one or two bombs at the start. A few more would offer a real challenge, requiring bombs while others pass, etc. As it stands, you tend to follow a bomb until it hits an obstacle, remove the obstacles and wait for its return — repeat until you've got one through. Also, like most puzzles, game play can get repetitive after a while.

Boston Bomb Club is a fine game with heaps of character, but even at budget price it's by no means a shoo-in.

TIP TIME: Keep your eyes too close ahead of the bomb — make sure it doesn't fall.

A fair puzzle game — at least it doesn't cost a bomb.

78%

MYT

Klax, £9.99

Welcome to a time long past. The story gains that a kind of prison spirit, wandering the universe for centuries in search of a place to warm their soul. Have happened upon the Earth that the Earth we know today of course but the mythical world of the ancients, a civilization ruled by superstitious and higher forces like gods and a strong (but King) helped, applying logic and well and accurate then you're ready to battle some of the most madmen in history — and see the here — that's you that is. For to another of the only one man has the strength to save the world (which is appropriate) to save the world (which is appropriate). This back-to-back to back game takes a daunting journey through the legends of Klax too as you do face battle with winged creatures, flying demons, not to mention Satan himself — and that's just Level One! Later confrontations pit you against huge dragons and the terrifying Medusa (one of the reptilian hand). In other but two.

PROJ



Team 17 Classic, £12.99

When first released, everyone expected Project X to be the wildest, wildest, most wonderfully wicked BOMBS EVER. One or two would not be put past to that it was impossible difficult, and when you died you lost all your progress. But the dust in a particularly sticky web (in the game) and you might as well quit — your once more weedy craft has the the expectancy of Alan Sugar on the Square. So the game's a disappointment, right? WRONG. (Team 17) And, what's the best?

52

WH

Epic atmosphere

Play is as of the leap, slash and puzzle variety. Fairly standard stuff but enhanced by sparkling presentation. In fact this is one of the most atmospheric games about at the time. Graphics in all sections are suitably foreboding, especially around the longwinded torch-lighting levels, providing you only light. What really sets it off, though, are the stunning FX. From the hideous screams of the damned in Hades to that jolly apocalyptic march on Olympus, you'll find that a better armoury of suspense and thrills is hard to find.

epic
locations
atmosphere
thrilling

Having said that, I have my reservations about the puzzles. They're not all that logical, to put it politely. One very annoying feature is the way special weapons required for specific tasks occasionally run out and can't be replaced without losing a life to reset the level.

If you think you can stand occasional frustration and a little lack of freedom on the relatively small levels, then *Myth's* more than worth a bash. If only for the marvellous ambience. Nevertheless be warned — it's as much a demonstration of the machine's capabilities as it is a game.



TIP **Time** Look before you leap — landing platforms don't always present themselves.

JECT X



amiga
FOR
LEVEL



budget release, making it a worthy contender for the Amiga version of the heavyweight shoot-'em-up champion of the world.

The hard stuff

Set across five lightning-paced levels, *Project X* is a 32-colour shooter that does you away you've forgotten to switch your monitor on. Power-ups are awarded for blasting big badies or clearing entire waves of smaller foes. Collecting a 'P' advances the power-up indicator at the foot of the screen. To activate the currently highlighted weapon, hit space or (harder) your pointer's second left button. If you have one. Yes, no power loss your entire arsenal when you die, but it's a... (see sidebar on page 53)

no
gr lose
venture
and when
die

claiming it over and over again, the improvements are limited. If you're exceptionally crap, the rocket mode now lets you get to Level Four, and Tweak 17 now commands it onto three shots to reduce annoying.

So even if it makes a difference to the gameplay? You bet it does — it's got harder than losing at James Price's hands without triggering, but now it's challenging rather than frustrating. Perfect, well thought-out attack patterns and a whole host of excellent secretaries make for rapid victories. Is it the best Amiga shoot-'em-up ever? Does it cutty A-Type 2 and throw the bugs out of Apple? The girl's still out on that one, but *Project X* is now cheaper and better.



TIP **Time** Take the... (see sidebar on page 53)

Doesn't sound awful for this being the best Amiga shoot-'em-up ever, though it has its drawbacks. Sure there's the spring FX, gorgeous backgrounds and shiny sprites, but the difficulty levels are extremely high and, although you're allowed to start on the high end, reach so far, a lack of power-ups mean power gets slog through rather than open new territory you lost lives on. There's some of the best power-ups you'll see (not for every power-up — you'll see the best and the worst), but the... (see sidebar on page 53)



It's a game cut and important enhancements? — are we dreaming?

90%

BUDGET REVIEWS



It's no myth that this is one of the best arcade conversions on the Amiga — and it's not just one of the legends of the year. The code, also polished and re-mastered, is also polished by mostly... (see sidebar on page 53)



It's a technically stunning arcade where... (see sidebar on page 53)

84%

GOING PUBLIC

It's all change at GOING PUBLIC. From this month, IAN 'BAD PENNY' OSBORNE returns to pore over the PD. Rest assured, though, we're still THE magazine to read for Public Domain software!

GRAVE

■ Bob Smith DTP (2.5p)



Two player tank combat games aren't exactly thin on the ground, but sheer weight of options make *Grave* one of the better buddy basters. You can slug it out over nine pre-designed levels, make your own with the rilly level editor, choose how many hits each tank takes before exploding, and there's even a bug-a-boo supplier event in which you

OPERATION LEMMING

■ Roberts Smith DTP (£3.00)

A soldier's nightmare — *Operation Lemming* is Charlie's Army's very early add to the DTP for SHUG, and it's also completely crap! I hate myself for adding over such a noble effort, but one must be professional (and the published procedure who thought who was the Queen?)

Despite the title, the game plays more like *Steel Dawn* than *Operation Wolf*. The Lemmings appear briefly in certain times, speeding across the (static) screen in perfectly straight lines, waiting to be shot. They don't die!

(Probably) put your opponent into a jammer. In common with most games of this ilk, *Grave* allows players to take positions on a corner and wait for the opponent to move into a barrage of bullets, slowing the action to near-terminal levels.

Perhaps some device could be included to prevent that? Inactive, maybe? Or an energy bar that depletes while stationary? Handicap fights with tanks of differing strengths would be nice too.

It is — you only lose a life if you let one live, and limited bullets.

and the game still lurches.

Perhaps I was being a bit naive, but I expected shooting screens, power-ups, dozens of lemmings being cut down by Uzi fire, etc. It was not to be — even on a PD compilation (if *Lemming* wouldn't really cut it, and these guys a lot to pay for a never-land-time novelty and a blank disk, if you want to give money to charity, good on yer — just don't expect.) game worth playing.



All in all, *Grave* is a completed and enjoyable game that's just two hours short of brilliance. If Combat covers are your thing or meat, this one's a lovely companion tank.

ASSASSINS #80

■ Roberts Smith DTP (90p)

A no-nonsense compilation from the Assassins, this one features six games and a passable rendition of the Hi-Dive game on the title screen.

First off the screen in *Army Moves*, an incomprehensible game that tries to be graphics, requiring ingenuity and a lot of patience. Rules for anyone without an assembler compiler. I couldn't make head or tail of it, and as there are no instructions, I'm not likely to learn.



Pip is an excellent QWERTY clone, it's easy to use, fast, intelligent, and if you pay a Shareware registration fee you get an enhanced version with a faster running speed and better opponents.

Got's a one-player card game that could be fun, but again uses the interface screen: AAARRRRGGGGGGH! Really, *Got's* isn't as attractive as the graphical department, but at least you can watch it without going crazy-eyed. It's another one-player card game, this one a variation on *Solitaire*.



adaptation of a thoroughly absorbing game, but like *Got's* is a one player only anyway so why not get a pack of cards instead? Hmm.

For players for guessing what's on offer with the *Delivers* — it's roller 'tooter' one-player *Hangman* at the way! The graphics and animation leave a lot to be desired, but at least you don't have to keep note of which letters you've used already.

The best of this set games is *Witch in Moore*, a real clever little game. Each player in turn picks a number from 0 to 99, and is offered a corresponding clue. If he or she doesn't get it,

GROWTH

■ Best Shop PD (\$5.95)

Ever wish a mindlessly executed game that plays like a tad in a certain room? That's *Growth*'s just the ticket.

Your strategy is a huge factor sitting in the center of the screen, surrounded by a complex of squares (growing adverbs) like a virus. Your ship (the polka-dotted "Hippomart") is motion-controlled and has round-of-four outer edges, but can't move towards the center. The final units within the zone are border that expands when hit, taking the surrounding squares with them. Watch out for the raving blue too, the brain's very slow of motion.

It should be a brain shooter, with your spins selecting course and firing. Missing away for all the month, desperately trying to hold back the monster. Unfortunately, as you have to do to win is put your ship in line with it a laser and



hold the left mouse button down. In fact, if you hit back it does (although it's not a super, by the time you release it the grid is already gone). The main-screen squares are pretty annoying too.

Growth boasts perfect programming but a dumbed-down design. Get the fat monster (and also PD) *Monodon* instead.



you with a chance meeting with the mysterious *Monodon* offers a deceptively simple task. Why does it want you to take a parchment scroll? (even only to read him again at your destination?) If he's going there anyway, why doesn't he take it home himself? Something tells you there's more to this mission than meets the eye.

As you can see from the shots, the graphics are excellent: the small stats set against a glow will add much to the overall atmosphere. The scroll's good too: long descriptive passages

you sit and think.

A stupid name but a binding game, this one has the A-Force crew busy for ages. If only this wasn't so damned good at it.

All in all, *Assassin* is a bad thing.

The first game is the best (though of course, the *Chiefs* to be a great, the *Chiefs* is not).

Hangman, and *Woe* is a game, a real one? *Assassin* has the side view, but it's only one game in a row.

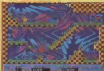


PUBLIC DOMAIN

where they're needed short sentences when they're not.

On the other side it's easy to lose the info in the text, and should we really have to type OPEN/DOOR before walking through it? If you took this to its logical conclusion you'd end up typing BREATHE every other command to prevent suffocation. Perhaps free passage should be assumed where no obstruction (eg a locked door) exists.

I don't have time to play the game as much as I'd have liked, but I thoroughly enjoyed it all the same. Well worth considering.



FRUIT SALAD

■ Best Shop PD (\$5.95)

A simple but addictive premise, *Fruit Salad* is a lot like *Monodon*. You've collected every object of a given type before you can use the rail, taking you to the most difficult screen level. There's a free 100-unit tip and delicious levels on offer too.

Life of the best PD, *Fruit Salad* is relatively simple yet thoroughly addictive. The difficulty curve's spot on, and you get into the game faster things get difficult, the graphics are amazing with polygonal backgrounds and hilarious action, and with up the intensity, and the back and forth along the route the game design means it doesn't look dated.

My only complaint is that it's not



THE MIDNIGHT THIEF

■ Bonus (\$1.49 for P&P)

A rather adventure, this one's text-and-graphics offering from top adventure publishers *Orion*.

You are the midnight thief, a do-anything, go-anywhere tea leaf for hire, albeit currently between jobs. Or at least



the next player is offered a rather hint, and so on.

Players are given use the keyboard (or course). You can add your answer with the enter key, but not enter the last letter — the fitting way to leave the screen while



PUBLIC DOMAIN

remember passing out, but you're not trapped in Helvera's



HELVERA — MISTRESS OF THE PARK

A Smiler Productions (15.95, Uncommensal)

I you think all 16-bit adventures are mouse-controlled, think again! There's a whole host of home-grown games in this intimation world, advertising as it used to be, with short sentence inputs and no pretty pictures. Is this a good thing or a bad thing? I hear you ask? You decide.

After a quiet day in the park, you set off for home where the fog descends. You can't

Helvera's mansion is dark and dangerous, plain that it's full of traps and mystery. Author Bob Adams's wicked sense of humour is in evidence throughout — look out for a line tongue-in-cheek references to other games too. The puzzles aren't too difficult and are always logical, and the short location descriptions make the game ideal for those who don't like reading screenfuls of text.

Unfortunately the programming ability (AGT) causes a few quibbles, eg you can't manipulate an object in the location description unless it's also listed as being present ('You also see...'). To make matters worse, the program insists that it can't even think! There are a couple of minor bugs too, but nothing that interferes with the game.

Helvera is an excellent adventure, with logical puzzles and strong humour (you'll feel yourself when you realise what the spheres actually are). If you've never played a text adventure, now's your chance — at three quid you're hardly making a fortune, are you?



FWUFF

A Roberta Smith DTP (90p)

Z... Z... Z... Uh, excuse? Oh, sorry, I fell asleep in front of my Amiga again. Not realising, considering I was playing Fwuff!

A multiplatform (Amiga) whimsy game, Fwuff's basically Solitaire (the board game). At the start of each level, the board is filled with your frogs — remove them by jumping one over another. Don't forget to flip the coin, using the least as few as possible on the board.

Personally I can't give the point-to-point jumping board games to the home computer unless you can offer CPU opponents or install the player man tedious table-checking, etc. Curiously, neither of these points apply to a simple one-player-only game like Solitaire. To be fair to the author, he's tried to make it different by varying the shape of the board and adding various life to collect, but this doesn't stop it being a totally pointless conversation.



PUBLIC ADDRESSES

BUS STOP PD

5 Westbourne Rd,
Harrow

Muddersfield
HD1 4LG

(Cheques payable to Bus Stop PD
Ard 50p P&P)

ROBERTA SMITH DTP

180 Falden Way,
Hampstead Garden Suburb,
London
NW11 6JE

(Cheques payable to Roberta Smith
Add 50p P&P)

ZENONI

28 Spotted Taps,
Culgate,
Birmingham,
London
DL1 2TH

(Cheques payable to Zenoni)

AMSTER PRODUCTIONS

81 Uplands,
Walsley Garden City,
North
ALE 7SH

(Cheques payable to Bob Adams)

Well that about wraps it up for this month. If you have written a great Public Domain game, or run a PD library, please send your disks in to the usual address. We're always on the lookout for new talent, and you could be a star!

FORCE mail

With *Tipz* Bits getting its own separate section (page 75 onwards), the letters column is now officially a time-free zone — if you have any tips or queries, please bring 'em in a separate envelope addressed to 'Tipz Bits'. As usual, the reader of *Force* & *Mail's* best letter wins a year's subscription to **AMIGA FORCE**. As yet no scribbling for next ish. And while we're at it, more readers' art would be appreciated too, otherwise the A-Team have threatened to do a few doodles themselves — copyright!

NO JOY(STICKS)

Dear *Force* & *Mail*

Could you tell me where I could get Mouse Trap from. It came with my old Amiga 500 but is broken, and doesn't work on my new Amiga 1000?

I have been looking for some new joysticks. There are only two I like, but I can't buy them without paying a dub. I would be grateful if you could tell them for free what I'm on a low budget. The joysticks I want are the Quikshot 125F Maverick 1 and the Quikshot 157 (daughter remote controller with two infrared joysticks). Thank you.

David Korum, Brighthelm, B'Ham

■ Cheesy scam! If you want joystick, you can buy 'em like everyone else. As for Mouse Trap, it's available on *Prism's Pocket Power* label at just £2.99 (Tel: 084 654 8100).
Phil

DIY GAMES

Dear *AMIGA FORCE*

I am writing to ask your advice. I have just sold my Commodore 64 with all accessories and would like to buy a software package for my Amiga 500 which would enable me to attempt to make my own games. Please could you send me a list of the best, along with prices and addresses which I could get them from.

Also, I failed to buy the first four issues of *AMIGA FORCE* and was wondering whether you could send them to me a knockdown (about £1) price.

On and congratulations on an excellent magazine. Please could you reply to me soon as possible. Thanks you very much.

Lee Lighten, Newcastle, Staffs

■ You don't specify what sort of games you want to create, or whether you can do any programming. For non-programmers, wishing to create arcade games, *Shoot 'Em Up* (Construction 40 (JP 98, GDM, Tel: 0742 750423)) is the best bet. A good adventure-writing utility is *ADT* (available on shareware from various PD libraries). If you can do a bit of programming, *AMOS Pro* (£49.95,

Empress, Tel: 0452 840000) is an excellent programming language for creating lots of games.

AMIGA FORCE back issues can be ordered from the section on page 47 — so you can't have them at a knockdown price!
Phil

DISK-USTED OF MANCHESTER!

Dear *AMIGA FORCE*

At least a magazine without any free discs on the front. Filled with useless games of games I wouldn't dream of playing, let alone buying.

Anyhow, when it is software companies going to realise that the majority of Amiga owners don't have hard drives, word drives and scodes of memory (although I have).

For example, *Photoflex* (044-1010) is a great game but if you don't have a hard drive you've had it. Even the makers of the game recommend you don't view the battles, because they take too long to load. All these

More artwork from Harewood's profile Andy Jones. If you want your pretty pics printed, please send them in for next ish!

YO NO HO — IT'S NOT FUNNY

Dear *AMIGA FORCE*

I wish to make a comment to the general public via your splendid publication.

The Amiga software market is currently under serious threat from what is sometimes considered to small a problem is worry about Software Piracy!

I have approximately six Amiga-owning friends and know of tens of others, and out of all these people I am the only one who refuses to copy games. I am sometimes ridiculed for this. The only original games that these people own are the ones that came free with the machine!

I speak up an exclaims who gave up the cone after going into a computer shop and finding

that a only say console games. The shop owner said that his Amiga games just did not sell, but his console games sold in droves, so he dropped the Amiga software completely.

How take into consideration the fact that there are thousands more Amigas out there than Sega or Nintendo, and the fact that cartridges don't fit in consoles.

The way that games are played is as follows: Some clever person buys an original game, breaks the protection code so that it can be copied, then copies it for all his mates. These subsequent copies are further spread (even on friends) and through the post. If you read the classified adverts in some computer magazines, you will find

numerous requests for Amiga contacts. I responded to many of these adverts as a joke, with the intention of acquiring pirate games, and ALL of them offered what I wanted.

Piracy is an Amiga disease worse than the measles virus, and it needs to be wiped out. Unfortunately the fact remains that whatever is done in regards to enforcing the law, people will still copy games while the opportunity is there. After all, something is nothing? What we need to do is remove the opportunity. The best way I can see to do this is to gradually convert to releasing Amiga games only on



compact disc. Of course this would be unfortunate at the moment, but I envisage a time when new Amigas will be bundled with CD-ROM the

same way that today's Amigas come with 1MB in standard, whereas they used to have only half a megabyte! What do you think about this solution?

J Edwards, Aylesbury, Bucks

■ There is absolutely no doubt that the Amiga software market has been damaged by piracy. Some software houses and programmers have started to concentrate on console games, obviously not due to a lack of Amiga owners, but

COMPATIBLE CALL

Dear AMIGA FORCE

I treated myself to an early Christmas present last year: an A1200. It's the first time I have owned my own computer, and I think this brought one of the best on the market.

Being new to the computer world I thought I'd buy myself some magazines to learn about the software on offer. The first magazine I bought was *AMIGA FORCE*, and I never

looked back

I like the new percentage ratings for software and I know I can trust your judgement, but can we have a compatibility bar to see what the software does and does not work on? I know in issue 8 there's an A1200 software guide but some other old games work on the 1200, especially the CPU as a diagnostic and the original chips are used. Keep up the good work on the playing tips and

cheat cards (when will PCGS be 200)? They're really useful.

J. Brooks, Barnsley, S Yorkshire

■ Congratulations on buying an A1200 — and *AMIGA FORCE*! As you can see in this month's review, the info box now tells you whether the software is A1200-compatible.

A1200 tips are too long to be included on the cheat cards, but if you write into Tips Box with any problems on how I'll be glad to help.

Phil

great graphics for hard-drive owners only is a bit off.

Some computer magazines are just as guilty when they review a game on their eight-drive, state-of-the-art wonder machine and say it's great, but when I rush out and buy it I spend the

rest of my life disc-swapping. What do you think?

Mike Taylor, Fallowfield, Manchester

■ A very good point, Mike. From this issue on reviews will give the number of disks the game comes in. And if there's a lot of disc

swapping/collecting we'll make sure we mention it. After all, there's nothing so annoying as sitting at a static screen, listening to the non-musical music made by the Amiga disk drive.

Phil

CRUSHING BLOW

No, the *Body Blows* review in issue 5, Alexander? Better than *SWG Street Fighter 2*, eh? Phil, this isn't a patch on *Amiga Street Fighter 2*. Why didn't you tell us that you use only games from just four channels? And as if that wasn't bad enough, two of them are the

same (Phil and Dan).

Yes, Phil, Chris and particularly Mike, were all guilty of not simply saying 'unfortunately, you only choose from four in one-player mode'. I counted 21 screenshots on that review alone — come on guys, you could have cut one or two and fit us in a bit more.

Body Blows has less moves, less fighters, worse graphics and more frustration than *Street Fighter 2*. In two-player mode it's only a good game, but solo players beware! Computer approvals can estimate how special immediately, causing maximum frustration. Lucky's *Plum* of *Donkey* makes him invincible, because he is. Certainly using it, hard to jump over, hardly



It's Aston Villa versus Birmingham City — should be a few goals short
Thanks to Andy Jones.

because they're persuaded that their hard work going down the drain due to piracy.

But as you say, it's no good asking people to stop buying pirated games for the greater good — against human nature it's absurd. No, the only way to stop piracy is by finishing copy protection by giving the pirates a real headache by trying to crack it. Although even the clearest systems aren't uncrackable, at least they keep the pirates at bay for long enough that the game can achieve good sales. Perhaps the most invisible system yet was the A500 email card,

without which the corresponding software wouldn't work. Yet mysteriously this was only used by the very first A500 Mike.

If it all sounds depressing, like

heart burn the best way nearly every entertainment market in the world suffers to some degree from piracy — even console cartridges. Yet it can be controlled by good anti-piracy measures from software and hardware producers in collaboration with tough law enforcement. Organizations like EUSA and FACT are doing a sterling job to rid the Amiga of its piracy reputation. So it seems odd that a retail magazine has just gone against EUSA's wishes and reintroduced a classified ads column — as you mention, these ads often a barrier for piracy.

As for your loss of a CD ROM *Amiga*, take a look at the great preview of Commodore's new CD baby on page 8 of this issue.

Phil

slide under — you can't even get him when he's using it. The same can be said for *Hero's Feast*, *Roadkill*, *Street Fighter* and *Pin's Speed of Light*. You say they're not too dominant, well there's but in two-player mode, but haven't you had one player? It's interesting.

Sorry about the length of this letter, but I was so mad with the quality of the review that a complaint was the least I could do to get it off my chest.

Brendan O'Callaghan, Co Tipperary, Ireland

■ Disney, who killed your cage? Maybe if you showed the much aggressive playing *Body Blows*, you might be better! I agree, the game's very tough — but then, a good challenge is what most gamers want. As for the graphics, I reckon *Body Blows* from better than *SWG* the characters as a look a little cartoonish at first, but their speed of movement is so much better. Yes, we should have made it clear that you only have a choice of four fighters in solo mode, but anything that has been changed in the enhanced version of the game, allowing you to select all ten, I recommend you take advantage of. Take 17's approval after by sending Dan, I send a cheque for £2.50 to *Body Blows* Upgrade Office, Tower 17, Millennium House, Garden St, Wakefield, West Yorks WF1 1QR. And if you're still frustrated, try reading the *AMIGA FORCE* playing guide!

Phil

GOLF CLUB

Dear Sir

I have just started a club for players of *Morpheus Golf* called the *Morpheus*. Using *Golfing Society MAGS* for short. I wondered if any of your readers would be interested in joining. I have permission from *Morpheus* to use their name and they have agreed to donate a trophy for the season winner. It is only open at this stage to scratch players so that everybody competes at one level.

Providing I get enough support, I propose to run a regional competition over 36 holes and the final stage over 72 holes. I am running this on my own at the moment so financial aid is rather restricted. Any help you can provide would be greatly appreciated.

If you can see your way to joining this club and ask your readers to send a SAE to me, I will send them details of the club and a registration form. If this article gets off the ground I will inform you of its progress and credit you in the final stage with any help you can give.

Thank you in anticipation
Andy Jarvis, Hove, Sussex, W Sussex

■ What a great idea, Andy. Sorry we can't be of any financial help but hope joining your letter will encourage a host of others from local computer groups.

While we're on the subject, do any other readers run clubs devoted to games? We'd love to hear from you.

Phil

YITU



Training gave him discipline, the gods gave him speed.

SPECIAL MOVES

Super Leap: A leap that's so fast he disappears for a few seconds and reappears some distance away.

Speed Of Light: This move enables him to come at you like a speeding train.



YITU Y JUNIOR

Junior will throw everything at you, jump and avoid any gloves coming your way! Low sliding kicks are an effective way of demolishing his energy bar and give him low punches before he's off!

Recommended Special Moves: Super Leap



YITU Y DUO

Be ready for Duo to Earth Tremor then fly at him with your fast feet. The Speed Of Light is effective on him. Corner him from leap grabbing flying kick. Sliding kicks are helpful if you get stuck in a corner.

Recommended Special Moves: Super Leap, Speed Of Light

PLAYING TIPS



YITU Y NINJA

Make the most of Super Leap to confuse the Ninja like a story reader. After this, fly him

with flying kicks. Low sliding kicks are also very effective. A combination of speed punches should drain his energy like a customer's loyalty card.

Recommended Special Moves: Super Leap



YITU Y MARIA

Combine a lot of low and high kicks to overwhelm

her. If Maria responds with a Flamenco Fury, just defend at first attack with sliding kicks. Flying kicks are another vital weapon.

Recommended Special Moves: Super Leap

SPECIAL MOVES

Super Leap



Speed Of Light



YITU Y MALE

The first step in the air as long as possible — this most excellent guide to evil and 'Your

best means of attack are flying kicks. If you have time, bother with low kicks. Super Leap are a good way of confusing him, giving you time to attack him back.

Recommended Special Moves: Super Leap



NINJA Y LOHAY

What a weird. Lohay just tries and tries. Flames of Buddha. Duck, throw and react with Ninja

Death Roll. Attack through the air, plugging him with your sword. Stay close to prevent him from firing more Flames of Buddha.

Recommended Special Moves: Ninja Death Roll



YITU Y MALE

Avoid all of costs. Mikia's Tornado and Whirlwind Punches — they're really painful. Use

your speed to knock him down. High punches and low ones can round off his ugly face. Be careful using your Speed Of Light; it can leave you very vulnerable.

Recommended Special Moves: Super Leap, Speed Of Light



YITU Y LOHAY

Breath of Lohay will fly at you like a train. No tomorrow. He loves to throw Flames of Buddha

at you when he does. Super Leap them. Put in a combination of flying kicks, and speed punches. If he tries any Spinning Super Kicks, avoid with a low sliding kick.

Recommended Special Moves: Super Leap, Speed Of Light



NINJA Y MIKE

Always keep your distance with Mike. If he comes of you in the shape of a Tornado, use

your Shadow to reappear the other side of him. Aerial attacks are a good method of attacking, especially if he's just recovering from a Ninja Death Roll.

Recommended Special Moves: Ninja Death Roll



YITU Y KOUSAK

Avoid all of costs. Kousak is about the liveliest kind of guy. Watch out when he drills into the ground when he comes

back up. Hit him with a body kick — this should catch him unaware. Combine lots of low and high kicks, and make full use of Super Leap to avoid any attacks.

Recommended Special Moves: Super Leap



YITU Y DAN/HIK

I can guarantee you that when you start Dan/Hik will fire an energy ball straight at

you when he does. Super Leap it and then hit him from behind. Duck or slide any Super Roundhouse Kicks.

Recommended Special Moves: Super Leap



NINJA Y MALE

Keep jumping around to confuse him. Attack with flying swords and try

to take him into one corner. Once you've got him in, keep repeating Ninja Speed Spin to defeat him.

Recommended Special Moves: Ninja Speed Spin

Super Shadow



Shadow



Ninja Death Roll



SPECIAL MOVES

Ninja Speed Spin



KOSSAK



This electric Russian won't let you win any special moves, but with his strength who cares?

SPECIAL MOVES

Sledgehammer Kossak's elbow comes at you like a mad sledgehammer, as if Kossak himself wasn't in control of it. **Earthcharge** Have you ever suddenly touched an electric fence? Well that's what Kossak's special move feels like (but much worse).

Driller Kicker Kossak drills himself into the ground, then reappears at the most dangerous place possible: right next to you.



KOSSAK V NINJA

Attempt to corner Ninja, then continually use high kicks and low sliding ones. Now feel him with your

Sledgehammer move to knock him far out. Drilling into the ground also confuses Ninja, but it could leave you vulnerable to any attack.

Recommended Special Moves:
Sledgehammer, Driller Kicker



KOSSAK V DUG

Aerial attacks are the best way of defeating Dug. Then then stops him from taking any energy left

you, as he normally relies on ground attacks which he can put his weight behind. Pound him with high and low body kicks, and also give him a taste of your Sledgehammer.

Recommended Special Moves:
Sledgehammer



KOSSAK V GAN/HIN

At all times try to stay close to your opponent. Keep him occupied with low kicks, especially as

he'll try and use as many Inner Energy Blasts at you as possible. Earthcharges will prevent any real attack.

Recommended Special Moves:
Earthcharge



KOSSAK V LORAY

As soon as the fight starts, attack with a flying kick. Long will always try to distract you with Flashes

Of Doublets. Block his Springing Super Kick, and attack with a Flying Elbow. Earthcharges are yet again a very useful attack, and also a good means of defence.

Recommended Special Moves:
Earthcharge



KOSSAK V MAX

Keep on the move at all times so you don't let Max get a chance to get a shot at you.

When he does attack, wail him with your elbow. Flying kicks are an extremely good way of getting to Max, especially if you've already lowered his energy.

Sledgehammers are about the best way of getting out of a tight situation.

Recommended Special Moves:
Sledgehammer



KOSSAK V MIKE

These two men are evenly matched, but you have one advantage: you're heavier. Defend

any moves like the Tomcat with a high block to minimise damage, then produce an Earthcharge followed by a

Sledgehammer. Keep repeating these moves to defeat this old dude.

Recommended Special Moves:
Earthcharge, Sledgehammer



KOSSAK V TITU

You are actually a very powerful fighter. If his Speed Of Light move runs into you, you're history. Always attack through his air, getting too close to you. Jump and avoid any threatening moves he attempts.

Recommended Special Moves:
Earthcharge, Sledgehammer



KOSSAK V MARIA

Combine every single move that you have from a low elbow attack to a flying kick. The best

and easiest way to defeat her is to trap her in a corner and just keep hitting her. Attack with Earthcharges: these are an extremely good way of demoralising her energy bar, and a good way of finishing her off.

Recommended Special Moves:
Sledgehammer, Earthcharge



KOSSAK V JUNIOR

This Junior bloke is a right wriggle, just do a combination of high and low kicks and watch him

fall to his knees. There is only one threatening move to watch out for, and that's The BMZ, but you can easily block it. Earthcharges are a very effective way of attacking Junior: they'll put him on his back in seconds.

Recommended Special Moves:
Earthcharge, Sledgehammer



Sledgehammer



Driller Kicker

Special thanks to our office bully, Milo Jackson, for compiling these tips. If anyone's got any more handy hints for Body Blows, or any other game, send 'em in to Tips Bits — you could win a subscription!

MILLION

PLAYING TIPS

LAB AREA LEVEL ONE

Has Millennium's arcade puzzler got you in a hell of a state? If your liquid keeps going down the drain or your gas is out of control, this handy guide to the early Lab and Garden levels will make you a bouncing success!



1. Collect the Gas transformation.
2. Transform into the Liquid.
3. Collect this extra transformation.
4. Transform into the Gas.
5. Collect the Cap.
6. Flick up to here for the Exit.

LAB AREA LEVEL TWO

1. Transform into the Gas.
2. Transform into the Solid.
3. Keep entering this Heater block until you transform into the Gas.
4. Collect this extra Flexible transformation.
5. Collect this extra transformation.
6. Change into the Flexible here.
7. Collect the Cap.
8. Bounce up here for the Exit.

LAB AREA LEVEL THREE



1. Collect the extra Gas.
2. Pick up the extra transformation.
3. Transform into the Flexible.
4. Flick this switch up once.
5. Bounce up on here.
6. Bounce off from here.
7. Collect the Cap.
8. Transform into the Gas.
9. Collect all bonuses.
10. Transform into the Flexible.
11. Fall down to here for the Exit.



PLAYING TIPS

LAB AREA LEVEL FOUR

1. Change into the **Plasma**.
2. Collect all of the **Acres**.
3. Bounce to form.
4. Collect the **Cog**.
5. Continue on down here for the **Exit**.



LAB AREA LEVEL FIVE

1. Keep entering here until you transform into the **Plasma**.
2. Collect the extra **Gas**.
3. Change to **Gas**.
4. Transform to **Liquid**.
5. Continue straight through this **Pressure** block.
6. Collect **Cog**.
7. Bounce at maximum height then leap across the form.
8. Transform straight away into the **Liquid**, and keep the joystick pushed up to the right.
9. Here's the **Exit**.



1. Enter here until you transform into the **Liquid**.
2. Enter this **Heating Element**, keeping the joystick pulled down.
3. Collect the **Cog**.
4. Fly to here for the **Exit**.

LAB AREA LEVEL SIX

1. Change into the **Plasma**.
2. Transform to **Solid**.
3. Collect the extra transformation.
4. Transform into the **Liquid**.
5. Collect the **Cog**.
6. Change to the **Gas**.
7. Change to **Plasma**.
8. Here's the **Exit**.

GARDEN AREA LEVEL TWO



PLAYING TIPS

GARDEN AREA LEVEL ONE

1. Transform into the Flexible.
2. Jump to this point.
3. Collect all these extra transformations.
4. Collect Cog.
5. Change to the Solid and destroy the wall.
6. Transform to the Liquid.
7. Change back to the Solid and break the wall without traveling above the water line. Collect extra transformation.
8. Change to the Flexible.
9. Collect all these extras.
10. Here's the Exit.

GARDEN AREA LEVEL THREE

1. Enter here until you change to this Gas.
2. Collect the Cog.
3. Continue on straight through here.
4. Transform here into the Gas by entering this most Element.
5. Transform into the Flexible.
6. Here's the Exit.

START HERE

Flexible

Liquid

WOT A SECRET!

Gas

Solid

More Morph tips next month. But in the meantime, many thanks to our own Milo Jackson. This is his last issue as our editorial assistant. From next month he'll be doing the image scanning for all Impact's mogs, and we're sure he'll make as 'ergonomically sound' a job of it as he has with his tips and screenshots. Good luck, Milo!

PLAYING TIPS

flash

Pick up the Holocube, use it and observe the cinematic interlude.

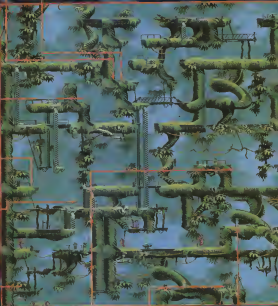
Stand on this switch. It doesn't appear to help but opens a door you encounter later on.

No matter how badly you screw up it, the lift exists on moving out of reach once you're moved away from the switch. However, if you drop a stone on the switch, the lift stays down. Once you're done this, rip across and pick up the teleporter.

Remember to store your position regularly, otherwise — should you die — you have to go right back to the start.

Use the ID to open this door.

Two even-vigilant guards and a laser turret await anyone foolish enough to go near them. However, you don't have to put yourself at risk: simply throw a stone over the edge and let their own gun do the rest...



Using the fully-charged cartridge makes an artificial bridge appear. Don't forget to shoot the robot — as soon as the walkway appears, he starts rolling toward you...

To exit this level and enter the next, simply hand over 500 credits to this cheerful old man. He, in turn, gives you a special belt attachment.

Don't touch the green stuff — it kills you outright. As long as you flick this switch and avoid the one on the floor, you'll get through.

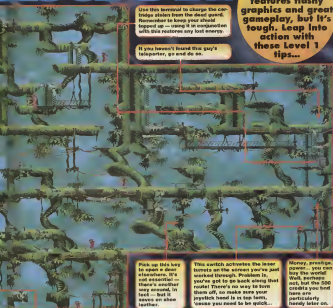
Flashback

PLAYING TIPS

The best ever arcade adventure features flashy graphics and great gameplay, but it's tough. Leap into action with these Level 1 tips...

Use this terminal to charge the cartridge stolen from the dead guard. Remember to keep your shield topped up — using it in conjunction with this restores any lost energy.

If you haven't found the guy's teleporter, go and do so.



Pick up this lever to open a door elsewhere. It's not essential — there's another way around, in fact — but it saves on shoe leather.

This switch activates the laser tunnels on the screen you've just worked through. Problem is, you've got to go back along that route! There's no way to turn them off, so make sure your joystick hand is on top form, 'cause you need to be quick...

Money, prestige, power... you can buy the world! Well, perhaps not, but the 500 credits you find here are particularly handy later on.

To finish, select the belt attachment and leap over the edge. Don't panic when it seems Gernie's plummeting to his death: everything turns out okay in the end. Congratulations! Let's see how you manage with Level 2...

The stages which follow require even more dexterity and brain power. We'll bring you more Flashback level guides soon, but if there's a particular problem, write in and we'll try and help.





**THE CONSUMER ELECTRONICS SHOW
OLYMPIA 16-20 SEPTEMBER**

IT TAKES AGES TO REACH THE END.

Click this one!

LIVE '93, The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic metres of hi-fi, TV, video, home computers, hi-viz cameras, cameras, camcorders, telecasts, cables and satellite equipment.

And games! More games, consoles and systems than you've ever seen. In fact, the biggest free games gallery in the UK designed and built just for you - Walt Disney's Pinocchio Plaza for all the latest games, facts and cheats - and take part in their National Games Challenge.

Hops or what?

But there's more. Live TV and radio broadcasts, live music on stage, celebrity appearances, Home Cinema, the BT Times Tunnel, TV walls, masterclasses, competitions - you name it.

Before we it takes ages to reach the end.

Tickets cost £7 or £14 for two adults and three children (if you're under 16, you need to be accompanied by an adult).

Call the **LIVE '93** Hotline on 071-373 8141

LIVE '93



GET YOUR FINGER ON THE PULSE

Tickets cost £7 each or £14 for a family of two adults and three children (if you're under 16, you need to be accompanied by an adult).

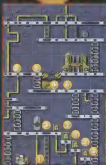
SINK OR SWIM

If you could've been a disaster, the ship was flooding with water and the extremely dim passengers were about to drown. Thankfully, heroic Kevin Codner had dived up on the life-saving procedures in this guide.

LEVEL 9



LEVEL 10

PASSWORD:
TINNYBOPPERS

1. Release boat.
2. Release all three tanks.
3. Blow up this door.
4. Blow up blocks.
5. Keep hitting this switch until it's safe to cross.
6. EXIT.

PASSWORD:
MYBREAKFAST

1. Release boat.
2. Hit switch.
3. Hit switch.
4. Hit switch twice.
5. Blow up this block.
6. Hit this switch.
7. EXIT.

PASSWORD:
LOCKSALORDY

1. Keep hitting this switch to direct them safely under the crusher.
2. EXIT.

LEVEL 11



SWIM

LEVEL 14

PLAYING TIPS

LEVEL 16

LEVEL 13



PASSWORD: NEWMODELARMY

1. Jump over three spikes.
2. Control the block with the crane to fall at the position marked X.
3. EXIT



PASSWORD: TIMEPIECE

1. Release as many of these tanks as possible.
2. EXIT



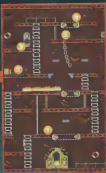
PASSWORD: KILLERWHALE

1. Hit this switch once.
2. Swing across.
3. Blow up this block.
4. Blow up this block.
5. Blow up all three blocks.
6. EXIT

LEVEL 15

PASSWORD: LARRYNIVEN

1. Hit this switch.
2. Swing across on this swing.
3. Hit this switch.
4. Blow up the mine.
5. Hit this switch.
6. EXIT



PASSWORD: BLUEHORIZON

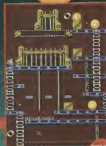
1. Blow up this block.
2. Hit this switch to direct the passengers over safely.
3. EXIT

LEVEL 12

PASSWORD: HALLOWEENVII

1. Release the boat straight away.
2. Hit this switch.
3. Blow up this block.
4. EXIT

LEVEL 17



PLAYING TIPS

Lemmings™ LIFELINE

Welcome once again to our regular readers' helpline, devoted to saving lives in *Lemmings* and *Lemmings 2*. On the latter, Peter Mascott of Devon is stuck on the fourth Beach level. It must be said, the original *Lemmings* level solved this month is much harder — it's the only one Nottingham's John Radford is unable to solve. As always, we can work it out.

If you're stuck on any *Lemmings*/Oh No! More *Lemmings*/*Lemmings 2* level, write to: *Lemmings Lifeline*, AMIGA FORCE, Impact Magazine, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level. Sorry, we can't make personal replies.

COASTAL SUCTION FUNCTION (*Lemmings 2*: Beach Level 4)

One of the first levels to utilize a special device: a long chain with a windmill above it. But however do you get all the Lemmings across? Answer: you don't need to...

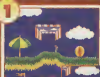


Make the runner jump onto the chain (the lower, the better).

NO ADDED COLOURS OR LEMMINGS

(*Lemmings*: Mayhem 20; Code: MKSJN00IQ)

Possibly one of the hardest levels in the game, this requires plenty of lateral thinking to rescue the 100% needed. Obviously you need to block the rest of the Lemmings, while the lead guy hatches through the wall and builds a bridge to the exit. It's easy enough to mine under the blocker to release all the other Lemmings, but you can't stop the miner digging through the ledge and falling down — you can make him a blocker, but he can't get past that bridge! However, there is a way...



Turn the first Lemming straight into a runner, then make him jump over the hole.



Click off the fan, and click on the switch between the two rooms underneath the windmill to flip the Lemming onto the right platform.



Hopefully, he'll fly over the liquidator. If not, Make him jump past it (when he recovers).



Turn the second Lemming into a blocker.



Make the first guy hatch through the right wall.



3

When he's got through the wall, make him build

from the very edge of the ledge. Remember to turn up the release rate to 10%.

6

The climber should lay behind the rest, but still make it past the mine, before the latter drops to the bottom level.

PLAYING TIPS

7

Make the last guy up top (the climber) a miner hard, so he destroys the right edge of the bridge and falls down. He then climbs up the wall, past the bridge, to the exit.

4

When the builder's finished, he turns round and walks left. Now turn one of the trapped Lemmings into a climber.



8

Make the last remaining Lemming a climber, as he follows.



5

Make the last Lemming a miner here. He digs under with the block, releasing all the other Lemmings.

6

The Lemming falls off the right edge of the platform, turns round and heads for the water. When he falls in, make him a kayaker.

8



Make him a laser-shooter here (not directly below the entrance), to hit a hole in the ledge above.

9



All the other Lemmings fall down the hole and head for the exit.

7



After kayaking across the water, the Lemming runs up the side of the bucket and over it.



PLAYING TIPS

Rock 'n' Roll, dudes! The Action Replay page is back, with more power pokes for all your favourite games. Take it away guys...

BEGINNER'S GUIDE TO POKING™

More Action Replay pokes? That's right — they need a couldn't be done, and almost your help if they'll be right. Thanks to Mike Longway of Salfordham, Fast, for sending in his favourite tricks.

Hopefully the pokes will take you from strength to strength, but remember, if you don't need 'em we can't print 'em. We don't make them up, you know.

First, hit the freeze button on your Action Replay cartridge. The screen now displays a blue GUI line offering, complete with cursor, for TFD.



Next, just type it in, and press RETURN — the computer then finds and displays the required character instruction (hang you into whatever). If it's an M poke, the process is a little more complicated. Enter the code (eg M 1417) on cursor. A row of hexadecimal numbers are

then displayed. Change the first to the desired value (FF being the highest) but remember, this is hex — no three figure numbers please! The game will then credit you. Press Return, then Esc to return the main AR screen. Finally, press X then Return to get back to the game.

M POKES

■ SPELLBOUND DIZZY	M 6A00	Lives
■ IT LIVES	M 5A07	Lives (90)
■ ESCAPE FROM THE PLANET OF ROBOT MONSTERS	M 426D	Credits
■ FF HAMMER	M 5D7D	Lives (FF)
■ RAINBOW ISLANDS	M 6307	Lives (90)
■ DEFENDERS OF THE EARTH	M A667	Lives (90)
■ BLUE BROTHERS	M 40FA0	Lives (FF) (90)
■ CAPTAIN PLANET	M D05A9	Lives (90)
■ WOLFCHILD	M EF1	Lives (90)
■ MAGIC POCKETS	M 170A	Credits (90)
■ LEANDEER	M 706B0	Lives (90)
■ TITUS THE FOX	M C07B19	Lives (90)
■ KID GLOVES	M 14C3D	Lives (90)

TFD POKES

■ ASSASSIN	TFD C000E	Lives
■ ASSASSIN	TFD C000E	Time
■ BACK TO THE FUTURE 2	TFD 186FC	Lives
■ BATMAN	TFD 7D076	Lives
■ THE MOVIE	TFD 7D076	Lives
■ SPELLBOUND DIZZY	TFD 21A	Lives
■ CRYSTAL	TFD 6A6E	Lives
■ KINGDOM DIZZY	TFD C0A8	Lives
■ DYNAMITE DUX	TFD 24C	Lives
■ BFP	TFD 45PEC	Lives
■ FAST FODD	TFD 17676	Lives
■ FLOOD	TFD 8764	Lives
■ CRUSTEABUSTERS 2	TFD 224	Lives
■ GOGS	TFD 60F9	Lives
■ MUDGON HAWK	TFD 5A0	Lives
■ JAMES POND	TFD 66A	Lives
■ JIM POWER	TFD 8A1B	Lives
■ KWIN WALK	TFD AC0CE	Lives
■ MEGA THING	TFD 6872	Lives
■ NAVY SEALS	TFD 170E	Credits
■ PORTMAN PAT	TFD 178A2	Lives
■ RAINBOW ISLANDS	TFD 4437D	Lives
■ ROCK DANGEROUS 2	TFD 30C09	Lives
■ ROCK DANGEROUS	TFD 748	Energy
■ TONI	TFD 768	Lives
■ THOLLS	TFD F06	Smart Bombs
■ WOLFCHILD		

There's more to the Data Action Replay Mk III than just pokes! It's the most comprehensive cheat utility tool around. With it you can slow down the action using its great, frame advance, delete and kill codes. Use the computer's memory to data, save out screens as IFF files, go into G-Pure mode and lots more besides. Unfortunately the AR00 lacks the necessary expansion port so is unable to support an Action Replay, but if you've got an AR00 and Master's just an AR cart, you don't know what you're missing. Luckily, courtesy of those cheater pals (Data Dudes) we've got five of them to give away. Just answer the following question.

FIVE ACTION REPLAY CARTS MUST BE WON!

Who makes the best utility cartridge ever to hit the Amiga?

Answers on a postcard to: IF I DON'T PUT DATA I DON'T IT WRONG COM? AMIGA POKES, Impact Magazine, 1 Lutter, Singapore S10 1JW. Make sure your entry arrives before August 15.

TIPS BITS

PLAYING TIPS

Greetings, tips seekers and providers! Welcome once again to Tips Bits, now in its own special section above the cheat cards. If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll simply lengthen it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing for TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY5 1JH.

SUPERFROG

■ Hello! This here is the first 12 best codes for Superfrog. Hope they help someone.

304044	881440	000004
747838	407844	001000
300022	340020	407404
140004	000044	010004

John C Adams, Bedford, Hertfordshire

■ Thanks for spreading those water tips, John

ELF

■ I'm stuck on ELF I followed our instruction in your first edition and may helped me a bit, but now I can't get past Level 8. I have given the

Man who is making the machine everything I've collected, but he gives me nothing to return. Likewise, the dragon when I give it the bone. Please could you help me.

Kathy Stewart, Aston Vale, London

■ Sorry Kathy, we the good the help of the National Elf Service! Surely someone out there knows the answer — please let us know.

LURE OF THE TEMPTRESS

■ Please help me! I have been playing Lure Of The Temptress for weeks and I can't find the Fleas! Help I need for the poison to change me into a Flea.

I. Clegg, Gosport, Nottingham

■ I have been playing Lure Of The Temptress for about two years. I can't get into the dragon's den. Could anyone help?

Mr M McCabe, Rithersburg, Scotland

CUT OUT CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? CUT IT OUT! DOG THAT'S JUST WHAT YOU CAN DO WITH THESE HARDY CHEAT CARDS SO GET SHOPPING!

back to the future 3



battle squadron



big run



body blows



chris's challenge



corporation



cover girl poker



dashik attack



dynamite dux



PLAYING TIPS

■ I'm in Tallig-House (Love Of The Tarponess). When I use the Tinderbox on the Apparatus (Tape Deck, Issue 1) nothing happens. I don't have a Fast — where is it and where is the Tap?

I only seem to be in Tallig House for ten seconds before the Shout comes in and beats my brains out. Please give me the solution before I beat my own brains out!

Mike Appleton, Widsell Walk, London

■ Are there any Tarponess fans (or Tarponess) out there with the answers? A full solution will earn more welcome.

TURRICAN 2 ■ ELITE



■ I am writing to ask about the cheat for Turrican 2 given by Karen Dickinson in issue 6.

I had found it this cheat before, but when typing it again I found it didn't work. I used the budget version of Turrican 2 (\$300) and the reason the cheat doesn't work is that the full-price version of

the game has a different music selection setup. Does anybody know if any cheats will work on the budget version? It so, then very grateful for an answer.

I would also like to know why the Elite cheat printed in the Cut-Out TV Cheat section doesn't work. What is it doing wrong? I can on Amiga 500.

Nick Walsh, Panchenger, North

■ Well, can anyone help with the budget version of Turrican 2? As for the Elite cheat, it should work on any Amiga. However, on some versions you have to type in SUZANNE instead of SARA when asked for the password in the manual. You then enter the correct password and, during play, press + on the keypad (A500 owners can press the left values two various effects. Many thanks to John Stuart Green of Datasoft Computers for providing this comprehensive list. We also a subscription for being our Tipster Of The Month!

Byte to change	New Value	Effect
02	Random	Takes you to a new planet
03	01	
04	02	
05	03	
06	04	
07	05	
08	06	
09	07	
0A	08	

0F	Random	Takes you to a new planet
10	Random	Takes you to a new planet
11	Random	Takes you to a new planet
12	Random	Takes you to a new planet
13	Random	Takes you to a new planet
14	Random	Takes you to a new planet
15	Random	Takes you to a new planet
16	FF	Locks cash
17	Random	Takes you to a new planet
1F	40	7 light years of fuel (the game crashes if a higher value is entered)
		Up to 50 miles (not shown on screen)
		Larger ship (not shown on screen)
		10M system
		All planet issues
		All beam issues
		Fuel scoop

Back to the future 3

Background

Type the following during the pre-level story for lady lives...

Level 1 —

ROTTEN CHEAT

Level 2 —

LOUSY CHEAT

Level 3 —

LOW DOWN CHEAT



You may notice a slight change this month — yes, the cheat cards have become more compact! Not only does this save space and thus helps the environment (erm, I think), but the extra space provided by this miniaturisation enables Tips Bits to get its own section at last. So you see, size isn't everything!

chip's challenge

Background

Start the game to reveal your power P. The screen then flips — type **SAVETHEGAME MAKE BETTER LEVELS**, for lady lives, **ONLY ONE** for lady lives, and **I THINK THERE'S ONE I AM**, to escape before collecting all the chips (don't forget the full story). Press G to access the next level and P to return to the game.

body blows

Background

With a joystick to each part, pull Joystick One to the left and Joystick Two to the right for about six seconds. This calls up the cheat screen.

big run

Background

Pause the game and move the joystick Left, Right, Down, Up, Up, Left, Down, Right, centring it each time. The screen then flickers, and you've got lady credits.

battle squadron

Background

Type **ELECTRIC** to enable you to customise your ship using the function keys.

dynamite dux

Background

Type **CHEAT**

on the title screen for lady lives, press 1-6 to access levels, and for a funny effect type **NUDE**

dalek attack

Background

To get to the main level, type one of the following while playing:
London to Paris — **RAY OF RECKONING**
Paris to New York — **TIM ELTYHER**
New York to Tokyo — **TRICOLOR COPPER SHOP**
Tokyo to Elms — **DS GAMMA 2 ALPHA**

cover girl poker

Background

To get the girls to strip, play the game — the computer opponents are crap, if you're even crappler, though, just type **BANGGOTTHESEVENTEENHLS** during the game. You see individual!

corporation

Background

When controlling a better player, click on the button on the screen to indicate a character from the network. Click up to three times to each key for various effects.
The first key indicates the strength of the network: 1 = weak, 2 = medium, 3 = strong. The second key indicates the effect on you for 1 — **Good** 2 — **Bad**. The third key indicates the effect: 1 = **die**, 2 = **lose**, 3 = **win**. Press 4 to **quit**. Press 5 to **quit** on the screen indicated to exit the game.

PLAYING TIPS

How do you use the code, they'd be a really good egg!

instead of going up the hill to the big boss, go into the cave. When you get near the end of the cave, jump up and shoot. A platform appears — jump onto it, and then jump up again. You should get a warp.
Thomas Ransford, Thorpe St Andrew, Norfolk

■ Great tip, Thomas. Thanks on behalf of the readers you helped.

SPELLBOUND DIZZY ■ MAGICLAND DIZZY

■ Help! First Spellbound Dizzy do you know where the tipsters are?
■ Now Magicland Dizzy do you know which could you jump on to get past the wizard?
Kevin Sarrisford, Haveres, Works

■ Sorry, Ray, but we don't know the answers.

NINJA REMIX WOLFCHILD ■ MYTH ■ SHADOW DANCER ■ SHADOW OF THE BEAST 3

■ I have some problems on a few games. On Ninja Remix, can you tell me how to pick up the things (eg sword, key, money) please?
■ Could you give me the cheats for Wolfchild, Myth and Shadow Dancer?

■ Are about Shadow Of The Beast 3, could you print the picture about the box on level 4?
Robert Good, Birmingham, Motts

■ You don't ask for much, do you Rob? Picking things up on Ninja Remix is a bit tricky, you must ensure your hands touch the item as you crouch, otherwise you won't collect it.
On Wolfchild, type SOULPOTCHDELICIDE

on the title screen for infinite extends. Type THE PERFECT KISS for infinite arms.

On Shadow Dancer, pause the game and type GIVE ME INFINITES for my level. We don't know a MYN chest — does anyone else?

As for Shadow Of The Beast 3, do other readers mind this tip? If so, we'll do some but you must let us know, so get writing!

CRUISE FOR A CORPSE

■ A couple of people have written in with solutions to Delphine's Cruise For A Corpse. To help out Miss Brown and her daughter (issue 5). Thanks to Craig Flynn of Macclesfield and Martin Smith of Kings Lynn, who point out that not everything happens in a set order, so if you get stuck do one of the other things first. If you really get stuck, take a bit of thinking. The solution:

Take the piece of paper from the floor and smooth it out. Then read it. Go to the bar and show the paper to the barmaid. Take the book he gives you and examine it. Take the letter

gazza 2

LEVEL 20

During the game, hit Esc while you're ahead to blow the final whistle. Holding fire lifts the ball into the air — do this from the centre circle to score every time.

Iernandez must die

LEVEL 100

Pause the game and type SPINYNORMAN for infy shots at the enemy.

fantasy world dizzy

LEVEL 100000

Type IMMORTAL on the high-score table to access the cheat mode.

F19 stealth fighter

LEVEL 30

Press Alt and M to get the lines on the Head Up Display. Turn the glass upside down, switch off the engines and keep the altitude at 10'. You can now attack without being hit.

lari warriors

LEVEL 10

Type FREERIDE on the high-score table for infinite energy.

hydra

LEVEL 100

Type KILLKILLKILL during play to activate the hidden cheat mode. Hit F to return your fuel to maximum and Return to cycle through your weapons.

the great giana sisters

LEVEL 10000

Hold keys A, R, M, I, N to access the next level.

ghosts 'n' goblins

LEVEL 4

On the high-score table type (I) to kill collision detection.

lotus esprit turbo challenge

LEVEL 10000

Enter the players' names as MONSTER and SEVENTEEN for a bonus game.

karate kid 2

LEVEL 10000

Type MYAGI on the high-score table, then press F to skip levels.

international rugby challenge

LEVEL 1000

When in the lead, pause the game. The action stops, but the timer doesn't — let the time expire and you've won.

imposamole

LEVEL 10

On the high score table, try the following: LUNARLAC = Doubles Mole's energy for 10000 — Three energy from ANTSBARK — Two up the energy GUZZOON — Can walk on water COMMANDO — holy time

from the book and read it.

Now take a look around the ship so you can find out where everything is and speak to every character about everything. Visit the father's (100/14) room and examine his suitcase. Go to the dining room and give the book back to the waiter. Now go around the ship talking everyone about the note and his painting.

Go back to the dining room and pick up the paper from the floor, when you read it, it turns out to be a receipt for a diamond bracelet. Ask everyone about the receipt and bracelet. Go back to your room. Your roommate, Jello, should have gone. He will have left a key behind which you should take.

Go to the study where the murder took place. Using the key, unlock the red-top desk, inside is a cassette. Examine the cassette and its cover. Take it and read the note with it. Ask everyone about the note and the bracelet. Then go to the rail hall. Talk to Dick about everything you have learned so far.

Go to the dining room where there's a drawer. Open this and you'll find some wedding invitations. Examine and take them. Then ask everyone about them. Go to the

upper deck and watch Tim and Rebecca kissing. The time should be 10:40. Go to Hector's room and ask him about everyone and everything. Talk to everyone apart from Tim and Rebecca and ask about Tim's ambition and his plot with Rebecca.

Go to the laundry room and search inside the basket. You'll find a bathrobe. On examining the bathrobe you'll find a necklace. Open the necklace and look at the picture. Ask everyone about the necklace. The picture is of Agnes.

Go to Suzanne's room and search her wardrobe. Take the prescription from her cosmetics case and read it. Then go and ask Dick about Agnes. Go to the bar and take the glass and the bottle of whisky. Speak to Suzanne and give her a drink. Ask about the prescription. Agnes's death was the real reason for the case and only about Agnes and her son. The note will have a bathrobe. Go to Rebecca's cabin and look through her portfolio. Go to Daphne's cabin and search the laundry in her wardrobe. Take the envelope and read it. Then go back to Rebecca's room and ask her about everything. Go to the upper deck and ask her

PLAYING TIPS

about everything.

Go to the victim's cabin and take the watch from his wardrobe, and examine it. Ask Jello, who is outside the victim's cabin, about the watch. He will then have a flashback. The time should be 1:30pm.

Go and find Hector in the study. Then speak to the vicar and Daphne.

Go to the bar and ask Suzanne about Mercedes. Then ask everyone else about Mercedes. Go to Daphne's cabin and ask her about everything. Ask Suzanne about Rose and then ask Hector about everything. Go to the upper deck and you will find Rose's basket. Search the basket and read the paper clipping about guns. The time should be 2:00pm.

Ask Rose about the clipping and about Tim's love of guns and about Mercedes. It should be 2:10pm. Go to Tim's cabin. Open his wardrobe and search the shorts. You should find a letter. Read it. It should now be 2:30pm.

Go to the upper deck to find Suzanne talking



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THREEBIES!

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NEXT MONTH

FORTHCOMING ATTRACTIONS

REVOLUTION REVISITED

Attract. You may have been scoring this issue for the 'revolutionary game-testing technique' promised last month. Unfortunately an opportunity to use it didn't arise, mainly due to the sheer amount of finished software that flooded in for review. The new technique, to be known as a 'Playtest', will enable us to evaluate nearly finished games without actually reviewing and rating them. That way we won't be breaking our promise to you not to review unfinished games, but we will be able to tell you in on new releases before they reach the shelves.

IN NEXT MONTH'S AMIGA FORCE...

THINK AGAIN, AGAIN!

■ Due to the peckish nature of this issue, we decide I message to fill in our promised roundup of the best non-military strategy games. This will now appear next month, so get your grey matter ready for some brain-bending action.

MICROPROSE SPECIAL

■ We infiltrate the top secret HQ of the MicroProse organisation to bring you blueprints of their latest military projects. But don't tell anyone... *—Mikrotip!*

JURASSIC PARK

■ It's big, it's hungry, it's going to eat you up! And spit you out! We bring you a sneak preview of Ocean's game, and hopefully a behind-the-scenes look at the film, including interviews with the stars!

**amiga
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WHALE'S VOYAGE

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LEANS TO THE FISHING KISS. AS YOU TRY TO CATCH YOUR FISH
YOUR ANCHORING, THE COMPETITION CAN BE OFFERED. BUT THE
ATTEMPTING, AS YOU DRIVE TO FINALLY REACH YOUR RACE.



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